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A large, stylized illustration of a man in a dark, tactical suit, holding a handgun. The text "Alone in the Dark" is prominently displayed in a red box at the top left.



2007

THE YEAR AHEAD

THE YEAR AHEAD

Lost Odyssey

Halo 3



OZ PS3 Launch Roundup

OZ PS3 Launch Roundup

Colin McRae: Dirt

SPECIAL ISSUE

THE GAMES YEARBOOK

Half-Life 2: Episode Two

TOP 《40

THE GAMES OF 2006



STAR WARS RETROSPECTIVE

SPECIAL REPORT

Getting Into The Games Industry

God Hand PS2
ter madness!

Final Fantasy XII

PS2

The long awaited verdict

Lost Planet

Shooter heaven

Yoshi's Island DS

Same old, same old?

the next MAGAZINE



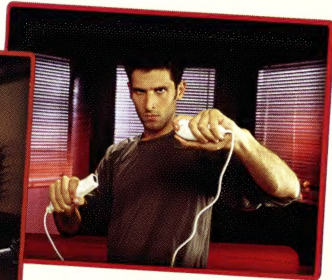
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#160 FEBRUARY '07

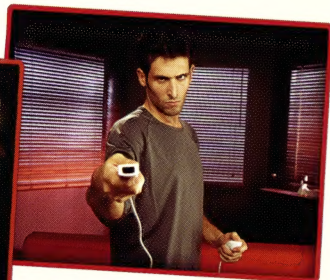


Master

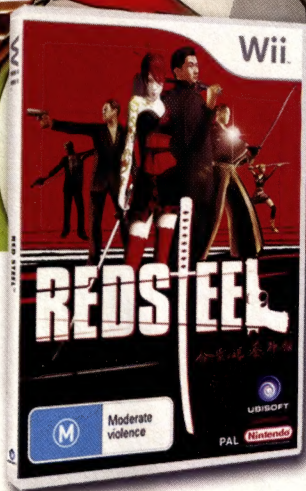
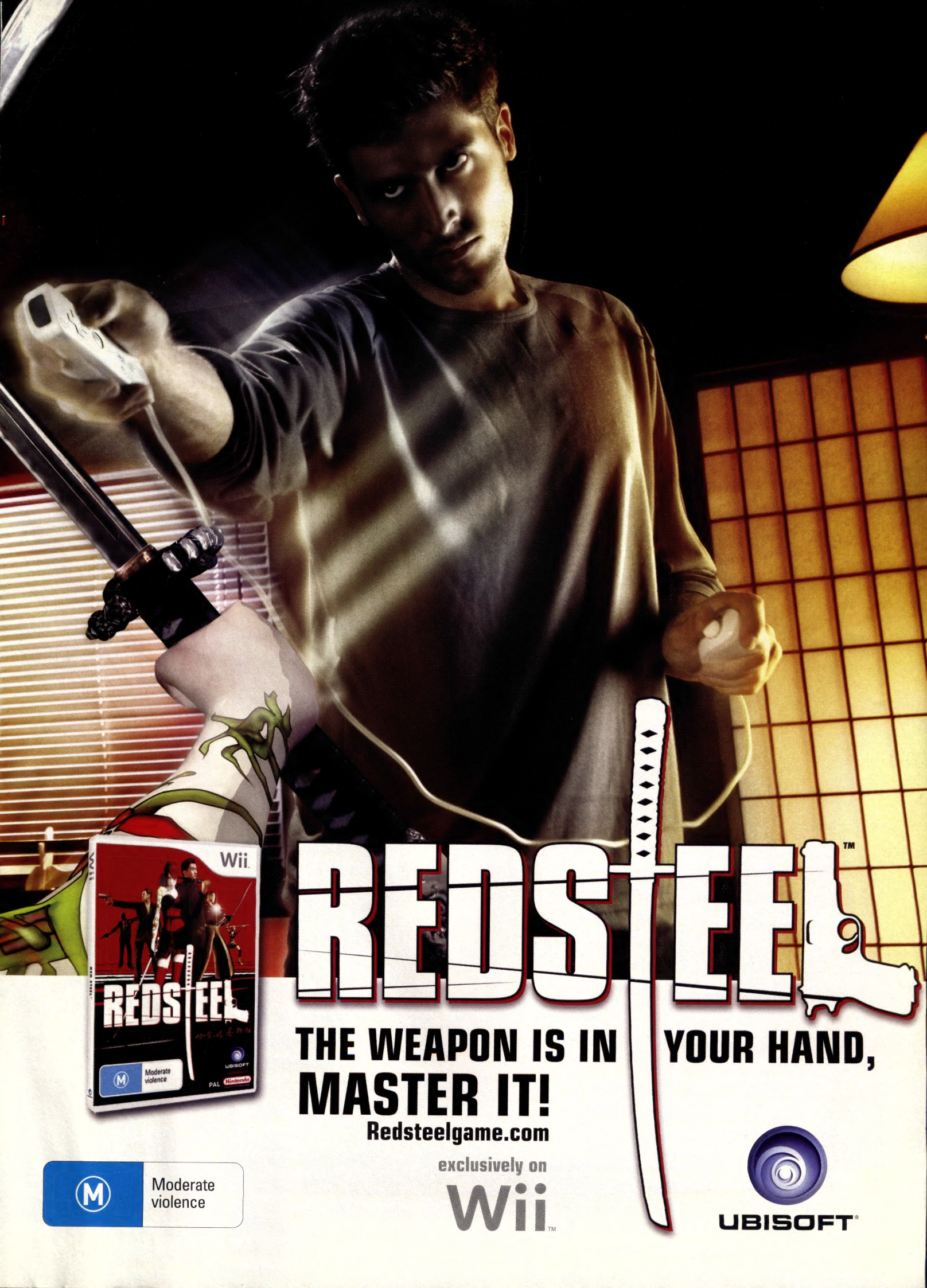


your swords

Master



your guns



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YOUR HAND,



UBISOFT®

M

Moderate
violence



54 Final Fantasy XII

Turns out this game actually is the bullshit sickness

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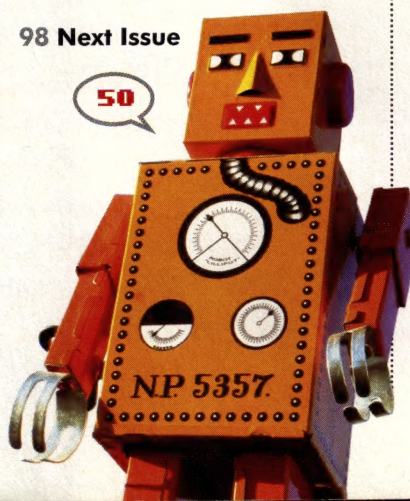
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HYPER

EDITORIAL

»Time for another infamous Hyper recipe. Take one February issue and strip out all the normal sections until you're left with the shell. Toss in a healthy dose of prognostication about 2007, a cup and a half of full cream of the crop game awards, a smattering of finely critiqued FFXII and Lost Planet, and a huge tin of Mama's Old Fashioned Hyper History.

Add some essence of Shea, spice of Wilks and concentrate of Sal. Simmer for about four weeks on a low Redfern heat, adding in-jokes, call-backs and retro pieces to taste. Garnish with silver foil. Serve with a Cold One.

Yes, we've done a Yearbook, and all the normal rules have been thrown out the window. We've boiled down our favourite games of 2006 to come up with our top 40 (including our somewhat controversial cover model, Amaterasu – controversial since Okami's not out here until February, but hey, we reviewed it in 2006), we've looked at the courses available for budding programmers and artists, and we've served up a helping of the games to look out for in 2007. I just can't shake this whole cooking metaphor can I? Perhaps the coolest part of the issue for the Hyper faithful, however, is our whopping great review archive. Across 18 pages you'll find every score we've published from the first 159 issues. BLAU!

Not only is this Hyper's first Yearbook, it's also my last issue as Editor. After working full-time for over six years on this delightful magazine, it's time for a change of scene. I've been reliably informed that a change is as good as a holiday, but right now it feels a bit like leaving behind my extended family and venturing out into the unknown. A massive thanks to everyone who has supported the magazine over the years – Hyper continues to play an important role in the Australian gaming scene and I really hope it stays that way. In other words, you guys rock.

And to Malks and Wilks, you are the wind beneath my... no, too corny. Erm, thank you for all your hard work, as a token of my appreciation please accept this Officeworks gift certificate... no, too formal. Shit, how to say goodbye? How about – Best. Crew. Ever. Yep, that just about sums it up. Thanks for working your butts off and making this mag an absolute blast to be a part of, and best of luck steering the ship Wilks! Cheers to all our writers and everyone else at Hyper HQ too! *wind up music starts playing* Well, that's my cue. Later Hyperinos!

Cam Shea » Editor



[up] The hip young editor of Hyper magazine

HYPER»

ISSUE 160

FEBRUARY 2007

WRITE TO HYPER!

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ACN 002 647 645
ISSN 1320-7458

HYPER CREW Monthly Top 5 Games

Cam Shea - Former Editor

1. The Legend of Zelda: Twilight Princess – Wii
"Want to savour this one all the way through to new year!"
2. Lost Planet: Extreme Condition – Xbox 360
3. Ridge Racer 7 – PS3
4. Yoshi's Island DS – DS
5. The Old Kingdom Trilogy – Garth Nix

Daniel Wilks - Editor-in-Waiting

1. Disgaea 2: Cursed Memories - PS2
"I haven't played Zelda yet"
2. Lost Planet: Extreme Condition - Xbox 360
3. Wii Sports Bowling - Wii
4. Wii Sports Boxing - Wii
5. Moving out of my crappy flat - Priceless

Sally Woellner - Artiste

1. The Legend of Zelda: Twilight Princess – Wii
"Thanks, Cam, now it looks like I'm copying you!"
2. Lost Planet: Extreme Condition – Xbox 360
3. Ridge Racer 7 – PS3
4. Yoshi's Island DS – DS
5. Vurt - Jeff Noon

Malcolm Campbell - On Holidays

1. Sandcastle Tycoon - The Beach
"SANDCASTLES. CRUSH."
2. Sunscreen Manager Kids Edition - The Pool
3. Cars vs Trains vs Ponies - Kids' Toys
4. Reading - Books
5. Ultimate Ghosts 'n Goblins – PSP

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AZEROTH...

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then unlock a world
of new possibilities.

SEIZE the dark frontier
astride winged mounts
you control.

MASTER the
mystical energies
of the blood
elves.

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UNLEASH
the light-given
power of
the draenei.



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HYPER»

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This Year in Gaming

BIG BANG THROUGH TO 13 YEARS AGO

"In the time before Hyper, primal chaos reigned. Heaven sought order, but the phoenix can fly only when its feathers are grown. The four worlds formed again and yet again, as endless aeons wheeled and passed. Time, the pure essences of Heaven, the moisture of the earth, the powers of the sun and the moon, all worked upon a certain rock; old as creation, and it became magically fertile – from it came an egg. That first egg was called Thought. Tathagata Buddha, the Father Buddha said, "With our thoughts we make the world." Elemental forces caused the egg to hatch. From it came a paper magazine.

The nature of Hyper was... IRREPRESSIBLE!"

Yes, Hyper was born a little over 13 years ago, and while people may tell you that videogames existed before then, well, that's just the way it appears. Ever heard of intelligent design? So what was making news around this time 13 years ago? Well, we told you that the 3Do "could wipe Sega, Nintendo and even the humble video cassette recorder off the face of the Earth." And that it "could well be the biggest revolution in leisure technology since the television". A little over the top you might say, but hey, when was the last time you used a video recorder? BLAM! In these optimistic times Virtual Reality seemed just around the corner, and would soon revolutionise sex, gaming and the universe... a little like the 3Do actually.

What else? We told you that "while most previous Arnie games have been duds, hope is high for Last Action Hero"... and then gave it 9% two issues later. Hot games 13 years ago were Street Fighter II Turbo on SNES and Megadrive, which is still amazing today, and Sam & Max Hit the Road, which has finally seen a true sequel. Took a while.

Funnily enough, 13 years ago we were harping on about things that we're still going on about today. Back in issue two we commented that Christmas time is "a time of peace, goodwill and opportunity. An opportunity for Sega to make sack loads of cash by releasing new Sonic titles." Sound familiar? That's because 13 years later they're still at it – just last issue Cam talked about Sonic the Hedgehog being a "sequel for the sake of a sequel". Sigh.

Oh, and back then, Pauly Shore was still "a huge star on MTV". Good times.

10 YEARS AGO

10 years ago the PlayStation and Saturn were both well and truly established, although Sony's machine was clearly in ascension. It was at this time that gaming royalty was born and the 32 bit consoles had their first queen – Lara. A bizarre cover image (part Lara, part Kryten from Red Dwarf) and a 95% review score sealed the deal. Of course, while freedom of movement throughout massive 3D environments turned out to be somewhat important, early 1997 saw another revolution – the Claymation Revolution. Unfortunately, it pretty much began and ended with *The Neverhood*.

Meanwhile, the Nintendo 64 was on the verge of release in Australia, and the March issue (with the scary mobster Mario on the cover) carried reviews of the launch titles. *Mario 64* scored a somewhat understated 95% (an equal score – unbelievably – to FIFA 97 the issue before, and lower than FIFA 96), although it was declared as "probably the closest thing so far to a perfectly developed game." Other N64 launch reviews were *Pilotwings 64* (92%) and *Wave Race 64* (93%). Meanwhile in Japan, the 64DD was unveiled.

Yet another revered series was born around this time, with *Diablo* hitting the streets fresh off the back of a healthy 92% review. Our fighting game obsession was still going strong, with a report on *Virtua Fighter 3* hitting the arcades ("the best fighting game yet") and *Tobal No. 1* coming out on PlayStation and scoring a respectable 91%.

It was also 10 years ago to this issue that Stuart Clarke stepped away from the editor's chair, beginning the Era of Toose, which makes this retrospective oddly fitting, as this is the issue that Cam has decided it's time to move on. One thing's for sure though, there's no way for him to beat Stewie's Fenech inspired sign off – "I love youse all". While we're on the subject of leaving, 10 years ago we reported that John Carmack was leaving id to spend more time with his family. We guess it didn't take.



5 YEARS AGO

5 years ago to this month we were celebrating Hyper's 100th issue. Included was a retrospective on Hyper past (wow, it's like a retrospective within a retrospective — how po-mo) and the Ultimate Top 100 which was broken up into ten sets of top tens (the highlight? The most influential game of all time was crowned as *Donkey Kong*).

Meanwhile, both the GameCube and Xbox were out in the US, while Australian gamers twiddled their thumbs waiting for a March or later release. Gee, sound familiar? In any case, both systems were getting a thorough workout in the office — *Halo* was already hailed as a classic, while *Rogue Leader* was a strong performer for Cube. Of course, the PS2 wasn't sitting by idly, with *GTA3*, *Metal Gear Solid 2* and *Burnout* all getting plenty of Hyper HQ TV time. Truly it was a golden age.

PRESENT DAY

Hyper is now entirely created in a Virtual Reality environment, while chimps maintain the feeding tubes and prime the 3Doses for the next injection of gaming goodness. Despite this ultra advanced monkey powered technology, there's still no *Iron Chef* game. Fingers crossed. Australian gamers are twiddling their thumbs, waiting for the delayed launch of the PS3 in — you guessed it — March. Nintendo's new system has launched with one of the silliest names in gaming history, and a pretty average launch lineup — good thing *Zelda* is the greatest game of 2006. Gaming has reached new heights of sophistication and is well on the way to overcoming the "sweaty nerds" stereotype... the cause obviously not being helped by *DOA Xtreme 2*. Oh, and Cam is leaving Hyper... he hopes to win the next subscription prize.

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(please see

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Maximum Teams: 16teams

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THE ~~HYPER~~ 2006 GAME AWARDS

2006 we hardly knew ye. As quickly as you entered our lives, filling them with hope, wonder and a little too much Redfern, you also faded away, bucket kicked, to become but a distant memory. Thankfully, however, you left a legacy. A legacy of gaming goodness that will stand the test of time, and remind us of those halcyon days in your timely embrace. In honour of our late great friend 2006, we present to you the much debated Top 20 Console, Top 10 PC and Top 10 Handheld games of last year.



TOP 20: CONSOLE

1 The Legend of Zelda: Twilight Princess

Wii
96%

We agonised long and hard about which game should appear at the top of our 2006 rundown, but one title stood out from very early on as the clear favourite - Zelda. Every hallmark of a classic game is evident in Twilight Princess; fast paced and accessible gameplay, a great hook (transforming into a wolf and the twilight world) and a wonderful storyline. Sure, it may not be the prettiest game on the block but honestly, who cares - slightly low res genius is still genius, and great art design transcends hardware limitations.

2 The Elder Scrolls IV: Oblivion

Morrowind was a great idea but for a lot of people it was too big, populated with quest vendors rather than NPCs and too empty to be a fully satisfying game. Oblivion is almost the exact opposite. Sure, the game world is huge but it's filled with interesting NPCs, clever quests and enough places to explore to keep you enthralled for dozens of hours. The periodic content that Bethesda has been releasing keeps dragging people back in as well. Yes, we know there were some frame rate and load time issues but even so, Oblivion stands out as a masterpiece of open world RPG design.

Xbox 360
95%



3 Guitar Hero II

PS2
92%

Devil horns, rock pose, power thrust, big chord, raise the horns again, catchy riff. Gene Simmons tongue action, thrust, face melting solo, slow it down, do it for the ladies, pause, raise horns, bang head, burn the end wankery. There are hardly enough superlatives to describe how much fun Guitar Hero II is when you have a friend and a little friendly rivalry. Sure the game is not perfect and some of the songs are dogs but so what; rocking out in the lounge-room has never been so much fun.

HYPER NEWS TICKER

JANUARY: KEN KUTARAGI SAYS SOMETHING OUTRAGEOUSLY IMPOSSIBLE ABOUT THE CAPABILITIES OF THE PS3. REGGIE FILS-AMIE MANAGES TO OFFEND A BUNCH OF PEOPLE. L.A. SUES TAKE 2 OVER "HOT COFFEE". NINTENDO ANNOUNCES DS-LITE. JAPAN SAYS "MEH" TO XBOX 360 WITH UNDER 10,000 SOLD... WHILE EXCITABLE AUSTRALIAN GAMERS FORCED TO WAIT.

FEBRUARY: MR. T GETS HIS OWN TV SHOW - STILL NEEDS A GAME BASED ON HIM PUNCHING PEOPLE THOUGH. SNOOP DOGG LAUNCHES "HIP HOP GAMING LEAGUE"; WORLD DOESN'T CARE. EA LAYS OFF HUNDREDS OF WORKERS.



4 Okami

Proof that great art direction will always win out over raw horsepower, Okami isn't just an aesthetic masterpiece, weaving Japanese mythology into a hand painted gameworld, it's also a triumph of gameplay. As the sun god Amaterasu embodied in the form of a white wolf, Okami sees you bounding across the countryside learning different brush techniques to defeat the eight headed serpent Orochi. Brush techniques? Yep, you're able to freeze the scene for a spot of calligraphy to do things like cut enemies in two and bring sunlight back to the world. While the game isn't out here until February we've included it because we reviewed it in 2006. And we need another excuse to tell you to buy it.

5 Fight Night Round 3

Punching people in the face has always been fun. Since time immemorial people have been punching each other in the face for shits and giggles but unfortunately THE MAN has always frowned upon any notion of fun and criminalised it. What kind of world do we live in where people are put in gaol for punching someone else in the face in the name of fun? Thankfully Fight Night Round 3 looks so fantastic and has such bone crunching animations that you can now punch people in the face without fear of reprisal — unless it's some poor victim calling you a noob over Xbox Live or someone trash talking you in the pathetic hope of putting you off your game.



6 Rainbow 6: Vegas

Clearing rooms has never been this much fun — especially with friends. Vegas puts intuitive and versatile control options at your fingertips, making you feel like some kind of all powerful terrorist killing machine as you and your squad move from area to area, positioning, flanking and eliminating every threat. The new cover system combined with open plan level design is a stroke of genius, not only bringing added realism to each firefight, but a wealth of tactical options. Gadgets like the Snake Cam only sweeten the deal.



7 Dragon Quest: Journey of the Cursed King

We could just write the word charm 100 or so times to explain why Dragon Quest is one of our favourite console games of the year but that would only scratch the surface of the game's immense appeal. Aside from the wonderful, bright character and monster design, Dragon Quest features loads of subversive humour, enough mini-games to choke a cat (yes, we've tried), a great old school Japanese RPG combat system, a robust crafting system and a storyline that will have you immersed for 50+ hours. All that aside, a female character comparing breast sizes with a busty monster and winning "the Battle of the Bulge" will always win votes in our book.



8 Dead Rising

Wilks may drone on and on about the Inevitable Zombie Apocalypse but if it's anything like Dead Rising we're not too worried. We've trained ourselves to be zombie killing machines, willing and able to pick up anything not bolted down to smack around some rotting, brain eating living dead flesh. How could anyone fail to fall for the dulcet tones of an acoustic guitar connecting with a zombie's goo filled head or not get a little emotional when carving through a shamble of zombies (shamble is the new collective noun) with the walking corpses' only natural predator, the chainsaw?



MOST EXCITING WORLD NEWS EVER

MARCH: XBOX 360 LAUNCHED. JACK THOMPSON SETS HIS SIGHTS ON THE FLORIDA BAR ASSOCIATION AFTER THEY SLAP HIM DOWN FOR BEING A JACKASS. KEN KUTARAGI MAKES MORE OUTRAGEOUS CLAIMS, SUCH AS THE PS3 WILL HAVE A SIMULTANEOUS WORLDWIDE LAUNCH AND THAT SONY ARE MOVING INTO THE 4TH DIMENSION. THE OFLC BANS GETTING UP: CONTENTS UNDER PRESSURE BECAUSE GRAFFITI DIDN'T EXIST BEFORE PEOPLE HEARD ABOUT THE GAME. STEVE BALLMER EXCITED ABOUT PS3 DELAYS. IN OTHER NEWS, STEVE BALLMER EXCITED BY ANYTHING. MIAMI SCHOOL MOVES TO BAN BULLY WITHOUT EVER SEEING THE GAME.



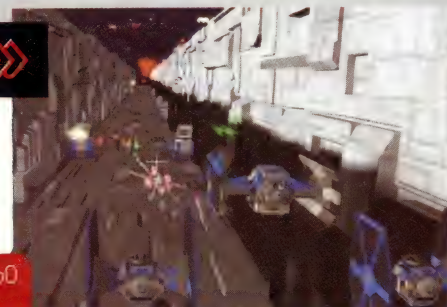
9 Gears of War

Possibly the most anticipated game for 360 since Oblivion, Gears of War didn't let us down. While not a huge gameplay revolution, Gears plays so smoothly, and the visual design is so stunning, that it really doesn't matter... especially when you have a Berserker charging through walls at you and your heart is beating at a rate of knots. Online co-op is the icing on the cake, and will have you, as a friend described it "screaming and giggling like little bitches". Such elegant wordplay.

Xbox 360
91%

10 Lego Star Wars II: The Original Trilogy

We liked the original Lego Star Wars but Lego Star Wars II: The Original Trilogy has something on its predecessor; The Original Trilogy has not tried to rape your childhood and turn it into a new set of action figures. Although the single player (or co-op) main game is great, the real joy of Lego Star Wars II is going back after completing a level and running through trying to find all the secrets and unlock all of the bucketloads of special content. After witnessing the build animation you'll want to keep playing it just to see it again.



GCN, PC, PS2, Xbox, Xbox 360
87%



11 Pro Evolution Soccer 6

PS2, Xbox 360
95%

Coming out on the unlikely pairing of the PS2 and Xbox 360, it doesn't matter which incarnation you play; the only way to describe this game is "GOOOOOOAAAAAAL!" Year in, year out Konami improve this series and Pro Evo 6 is no exception. Better medium range passing and control over close quarters dribbling, tweaks to Master League, new and improved stats for Australia, and a ref that's much more inclined to let the action flow rather than leaning on the whistle are just a few of the improvements.



12 We ♥ Katamari

The King of All Cosmos is quite possibly the fruitiest character to appear on the PS2 but we love him for it. In the second outing the terrible parent and his put upon son take requests from fans of the first game. It's all very post-modern in approach but at its core the game is still about rolling around a sticky ball and making it bigger. It's a pity that there aren't meant to be any more Katamari games being developed because the sticky ball of joy and the Wii/Sixaxis seem like a perfect match.

PS2
92%



13 Shadow of the Colossus

PS2
86%

Although some of the textures are a bit low res and the capabilities of the PS2 are definitely showing their age, Shadow of the Colossus remains one of the most phenomenally beautiful games of the year, simply due to the brilliant design of the colossi. For the most part gameplay equalled artistic direction; climbing monsters to stab at their soft bits is a brilliant idea and one pulled off very well. For the most part at least. We'll forget about some of the later, poorly designed colossi that relied more on luck than any real monster climbing skill and just reminisce about our faves.



14 Kingdom Hearts II

When starting a new game of Kingdom Hearts II, keep repeating this mantra to yourself, "the first five hours are a test of the righteous" and for added effect have someone beat the soles of your feet with split bamboo. If you keep it up long enough the first five odd mind numbingly terrible hours of Kingdom Hearts II will have been ignored and you can go on to the clever, joyful and brilliant game that is hidden within. More Disney and Square characters than you can poke a stick at, refined and fun combat mechanics and a kick ass story will pull you in faster than an automated pulling machine (that sounded far less dirty in my head). All that and the game has Jack Skellington!

PS2
89%



HYPER NEWS TICKER

APRIL: THREE ANONYMOUS DEVELOPERS CLAIM THAT THE PS3 ISN'T AS POWERFUL AS CLAIMED. KEN KUTURAGI CLAIMS IT IS MORE POWERFUL. NINTENDO NAME THEIR CONSOLE; WORLD SAYS "WTF?" LIONHEAD STUDIOS PURCHASED BY MICROSOFT.

MAY: MICROSOFT'S "PROJECT ORIGAMI" TURNS OUT TO BE LESS EXCITING THAN HOPED. FRANCE ANNOUNCE THEY WILL HONOUR SHIGGY WITH THE ORDER OF ARTS AND LETTERS FOR HIS CONTRIBUTIONS TO GAMING. SONY FAILS TO IMPRESS AT E3; MOTION SENSITIVE CONTROLLER MET WITH A RESOUNDING "MEH". SHIGGY TAKES THE PISS OUT OF THE NEW NINTENDO CONSOLE NAME IN FRONT OF AN APPRECIATIVE CROWD OF JOURNALISTS.



Xbox 360
86%

15 Amped 3

Sure the game may have been the third in the series and not have introduced too many new mechanics into the game world but Amped 3 had a love it or hate it stylishness that we, luckily, loved. The boarding mechanics of the Amped series are solid and playable, essentially making Amped the snow-bound Tony Hawk, but the new approach to the cutscenes and story had us hooked from moment one. The combination of stop motion animation, 8 bit graphics, Flash animation, still frame and a brilliant closing musical number that warns you to turn away if you don't like closing musical numbers is a work of schizophrenic genius.

16 Tomb Raider: Legend

After the disastrous mishap that was Angel of Darkness we didn't hold high hopes for the latest outing for Lara Croft. How wrong we were. Tomb Raider Legend was a true return to form with a nice balance between combat, puzzle solving and movement. Yes there were remarkably dull motorbike sections but the progressive unlocking of sections of the mansion and the exploration that engendered more than made up for it. Here's hoping that the next Tomb Raider game keeps looking in the same direction and doesn't involve any more unwanted love interests or require players to push random objects to get strong enough to open a door.



PC, PS2, Xbox, Xbox 360
86%



Xbox 360
86%

17 Viva Piñata

It all sounded kind of suspicious when it was announced – a kiddie friendly game from Rare complete with animated TV series and infinite merchandising opportunities, but thankfully Viva Piñata is far more than just an attempt to bring younger gamers to 360 via media cross pollination. It is, in fact, a highly compelling sim/strategy game. Create a dynamic ecosystem on your patch of land by planting crops and trees, building houses, liasing with the freaky locals and hitting things with your spade. Seriously, if you like open ended games with incredible depth, give it a try.

18 Scarface: The World Is Yours

GTA games are a dime a dozen (or, erm, a ten cent piece a ten pack if you want a more localised expression) but we'll be damned if Scarface didn't come along and sweep us off our feet with its great dialogue, relentless swearing and impressively authentic adherence to the license. While dealing drugs, swearing at corpses and beating up Amos may sound like just another day at Hyper HQ, Scarface racks you up then sucks you into its gritty world. As Tony "f**king" Montana no less.



PC, PS2, Xbox
84%

19 FlatOut 2



PC, PS2, Xbox
85%

This game didn't set the world on fire (they really should package these things with lighter fluid and a zippo) but one thing it did have was heart. And by heart we mean great driving mechanics, stacks of shortcuts and scenery to run over, and wonderfully combative racing. For instance, you have a tank of nitrous, but why use that to go fast when you could use it to line up an opponent and crunch the shit out of him? That's the spirit of FlatOut 2. Plus, you get a range of "launch the driver out the windshield at speed" mini-games for bonus corpse flinging fun.

20 Chibi-Robo

Did this game ever come out here? We doubt it and that's a damn shame. A crying shame in fact. Like a little miniature Metal Mickey (only lacking the kickass catchphrase "boogie boogie") you play a robot who lives to please. Serve your dysfunctional family by doing things around the house, help other toys with their issues, battle Spydors and collect happy points, all to become the number one Chibi-Robo. As you progress you'll get battery upgrades which allow you to get to new areas of the house, giving the game a gradual but rewarding sense of progression.



GCN
82%

MOST EXCITING WORLD NEWS EVER

JUNE: TAKE 2 ISSUED GRAND JURY SUBPOENAS FOR "HOT COFFEE" SCANDAL. THE DAILY SHOW TACKLES THE SUBJECT OF VIOLENT VIDEOGAMES BETTER THAN ANY MAINSTREAM MEDIA COULD HOPE TO. A REHAB CENTRE FOR ADDICTED GAMERS OPENS IN THE NETHERLANDS.

JULY: E3 AS WE KNOW IT TAKEN OUT THE BACK OF THE LA CONVENTION CENTRE AND HUMANELY PUT DOWN. UBISOFT BUYS DRIVER FRANCHISE FOR \$24 MILLION – GAMES PRESS SCRATCH HEADS IN DISBELIEF. NINTENDO OF AMERICA SEND DUBYA A DS-LITE AND BRAIN TRAINING FOR HIS BIRTHDAY; NOTHING ELSE THIS FUNNY HAPPENS IN JULY.

TOP 10: PC



1

Medieval II: Total War

94%

A real terrain map that can be investigated to decide where to fight, vastly improved diplomacy, real siege battles, full weather effects, more troops, more buildings... hell, just plain old more everything. Medieval II is an absolute beast of a game, enormous in scope and depth. Not since Civ has a game had the ability to steal hours of your life away so successfully. The fact that it's made by Australians doesn't hurt our love for the game either. If you know a bit of history we have two words that sum up how great Medieval II is: Polish Knights. Nothing gets better than that.

2

Half-Life 2: Episode One

Good old Valve. It may have taken them five odd years to make Half-Life 2, but since then their impact on the industry has been like a freight train, not just in terms of how incredibly progressive Half-Life 2 was, but also in the way they have led the digital distribution and episodic content charge. With Episode One, the team were in fine form, pairing Gordon up with Alyx and taking players through a City 17 on the verge of destruction. Although short, Episode One kept players constantly on their toes with numerous memorable sequences. We particularly liked the more survival horror-esque sections. Genius.

92%



3

Company of Heroes

93%

It seems as though every second game being released is set during the second war to end all wars and quite frankly we're more than a little bit over it. Or at least we thought we were. Company of Heroes is the olive drab boot to the head that we and the industry as a whole needed to re-energise the WWII setting. Brilliantly balanced and offering a fine line between management and micromanagement (albeit remarkably fun micromanagement), Company of Heroes is the first remarkably accurate yet incredibly approachable WWII RTS. Not only that, the game feature all the bells and whistles you could possible want ranging from a brilliant morale system to fully integrated physics and a massively destructible environment.



4

Battlefield 2142

Battlefield 2142 may have been criticised for not reinventing the wheel but honestly, reinvention is not always what is needed to drive a franchise, refinement is. Battlefield 2142 further refined the Battlefield series, adding better balance, mechanics, weapons and vehicles than seen in the previous games. 2142 has also been criticised for not having a historically accurate setting but we believe that this is the true strength of the game, as it allowed the developers to concentrate on making weapons, vehicles and abilities that added to game balance and fun rather than having to try to keep things at least semi-accurate.

90%



HYPER NEWS TICKER

AUGUST: WILKS GETS OLDER, CRANKIER. KEN KUTURAGI CLAIMS THAT THE PS3 IS CHEAP, BUT REALLY EXPENSIVE, BUT PRETTY CHEAP IN AN EXPENSIVE WAY. REGGIE ANNOUNCES THERE WILL BE NO HIDDEN COSTS OR FEES WITH THE WII ONLINE SERVICE. DURAN DURAN BUY ISLAND IN SECOND LIFE TO HOST VIRTUAL CONCERTS.

SEPTEMBER: PETER JACKSON ANNOUNCES HE WILL BE WORKING ON AN AS YET UNDISCLOSED HALO TITLE. GRAN TURISMO HD ANNOUNCED TO SHIP WITHOUT ANY REAL



5 Hitman: Blood Money

90%

Huge immersive environments and a freedom to approach the hit in any way you choose is just one of the appeals of Hitman: Blood Money. The camera has been overhauled so that the third person uses a much more approachable (and usable) screen centered third person rather than the old over the shoulder and the first person view is now all but indistinguishable from an FPS. The new graphics engine is lovely and has finally fixed the strange floaty leg animation that has made Agent 47 look a little 'special' since his first outing. It's a great way of killing time. And people.

6 DEFCON: Everybody Dies

89%

DEFCON is kind of a depressing game. Well, depressing may not be quite the right word. How about sobering? A game about losing the least amount of people in the apocalypse is fun for the strategy and darkly humorous but watching your country's population counter inexorably count down to zero is strangely quite effecting. Maybe the title DEFCON: Everybody Dies is a little off target; the game should be called DEFCON: Everybody Loses... you just have to try to lose the least. What Introversion will have for us next is anybody's guess but we can't wait to find out.



7 Neverwinter Nights 2

88%

Another game that isn't a reinvention of the wheel but a refinement of it. NWN2 features more races, classes and rules than the first game, making it the most accurate PC version of the D&D rules to date but this is not what makes NWN2 so great. The first game was criticised for having great tools but a rather lacking campaign but NWN2 has even better tools and a well written and acted epic campaign filled with enough ancient legends, political backstabbing and personal demons to keep anyone happy for the 50 odd hours it should take you to finish it. Bring on the expansions and user created modules!

8 V8 Supercars 3

90%

Also available on PS2 and Xbox, V8 Supercars 3 is our pick for most fully featured racing sim of the year. There are few other games with such a wide array of options and such compelling handling mechanics. From the V8s of the title through to Formula 1000, sprint cars, super trucks and even ride on lawnmowers, this is a must-have game for petrol heads. Do yourself a favour though and get a good wheel before sitting down to play.



9 Galactic Civilizations II: Dread Lords

92%

Galactic Civilizations II: Dread Lords was one of the biggest releases of the year; not through launch hype or the size of the development team (the game was made by only a handful of people) but the game itself is just big. Really big. Douglas Adams "space is big" big (something that is referenced in the all but indispensable manual). Choose a race, build a fleet and take over the universe through trade, warfare, double dealing and colonisation. Build your own ships from parts to tailor your fleet to your needs and battle against some of the best AI we've ever seen. Brilliant.



10 Sam and Max: Culture Shock

86%

A bit of a fanboy inclusion this one, but who can deny how great it is to have Sam and Max back, and in fine form? One of three games in our top 10 PC list primarily available via digital distribution, Sam and Max is yet another example of how much the industry is changing. And we couldn't be happier. For less than \$10 US you get five or six hours of solid point and click adventuring, complete with zany but somewhat logical puzzles, engaging characters and stacks of great throwaway dialogue. Shoot that cheese!



MOST EXCITING WORLD NEWS EVER

CONTENT, INSTEAD FORCING PLAYERS TO BUY TRACKS AND CARS WITH MICRO-TRANSACTIONS. SONY CUTS PRICE OF PS3 IN JAPAN; REST OF WORLD STILL SHAFTED. KUTARAGI, AGAINST CHARACTER, MAKES A RATIONAL CLAIM, SAYING THAT SONY'S HARDWARE DOMINANCE IS IN DECLINE. SONY ANNOUNCE THAT EUROPE AND AUSTRALIA ARE NOT ACTUALLY PART OF THE WORLD IN THEIR WORLDWIDE LAUNCH. PLACES NOT IN THE WORLD MUST WAIT UNTIL MARCH 2007.

TOP 10: HANDHELD

1 GTA: Vice City Stories

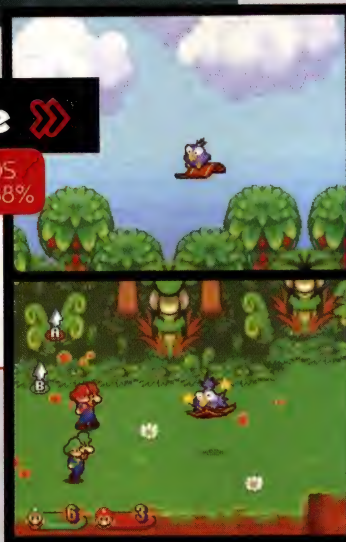
PSP
94%

The PSP may be flagging compared to the astounding success of the Nintendo DS but you wouldn't know it from glancing at our top 10 list. Coming in at number one is the all conquering Grand Theft Auto franchise with its second PSP title – Vice City Stories. Taking players back to the cheesy nostalgia of the 1980s, this title was a big step forward from Liberty City Stories, with much improved graphics and a tighter integration of missions into the heart of the game. Killer.

2 Mario & Luigi: Partners in Time

A brilliant combination of platforming and RPG, Mario & Luigi: Partners in Time has charm, laughs and gameplay in spades. Sure you're off to rescue the Princess yet again (she had better be dynamite in the sack to deserve all the attention) but teaming up Mario and Luigi with Baby Mario and Baby Luigi is brilliant. It is a little unfortunate that Partners in Time lacks the self referential humour that made Superstar Saga so funny but there's still enough jokes to leave you chuckling.

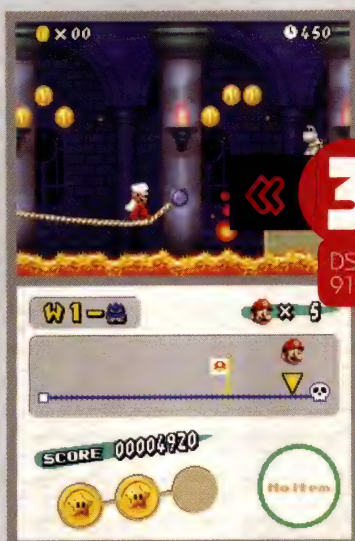
DS
88%



3 New Super Mario Bros.

DS
91%

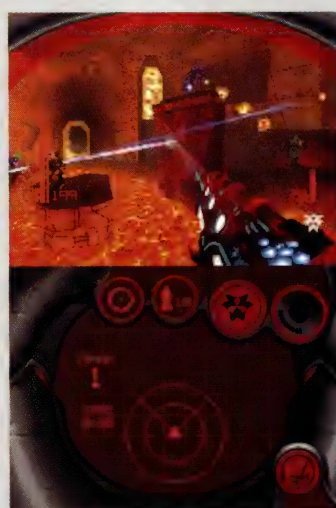
The world clearly needed more 2D Mario platformers, and Nintendo were only too happy to oblige... eventually. New Super Mario Bros. takes the classic design of Super Mario World and gives it a makeover. Polygonal characters, more moves, a number of new powerups – including the ability to turn Mario into a screen filling giant, and plenty of secrets make this outing somewhat predictable, but no less fun for it. And as you'd expect, it's wonderfully polished.



4 Metroid Prime: Hunters

DS
91%

To those who say handhelds can't do first person shooters, we say, observe! Hunters is one of the few good stabs at the genre you can take on the road with you. Aiming with the touch screen takes a little getting used to but ultimately becomes fluid and intuitive. Of course, Hunters is more than just a tech demo, and is ably backed by great game design and depth. Most importantly, the gameplay deviates from the Cube games in key respects – no lock on, less exploration and more run and gun – to ensure Hunters is its own beast, and well suited to the DS. Great multiplayer tops it off.



HYPER NEWS TICKER

OCTOBER: SONY LITIGATES LIK-SANG TO DEATH. SONY CLAIMS THEY ARE NOT RESPONSIBLE FOR THE DEATH OF LIK-SANG. LIK-SANG PRESENT EVIDENCE TO THE CONTRARY. SONY SAYS THEY DID IT TO PROTECT PEOPLE FROM THE HORRORS OF USING REGION FREE GAMES ON A REGION FREE DEVICE. JACK THOMPSON LOSES HIS ONGOING BATTLE AND SUCCUMBS TO BULLY. CAPCOM CLOSES CLOVER STUDIOS; CREATIVITY CRIES INTO ITS BEER. SOUTH PARK FEATURES WORLD OF WARCRAFT; AWESOMENESS ENSUES. ACA /WALLPUNCH /MUMCRY WTB DOOR.



PSP
92%

5 LocoRoco

Apparently LocoRoco is racist or something because the game features evil black spidery blobs that vaguely resemble golliwogs (as an interesting side note, Microsoft Words has golliwogs in the dictionary – does that make it racist too?) or some nonsense like that. Petty controversy aside, LocoRoco is one of those brilliantly clever and deceptively simple games that will hook you with a combination of accessibility and charm (there's that word again). It's hard not to fall in love with little smiling balls of happy that shout JOIN! every time you bring the little buggers together.

6 Animal Crossing: Wild World

Wild World has to be an ironic title for this game. I mean, we'd define "wild" as trashing a hotel room during an angry drunken binge then running naked through the lobby. But enough about Cam's trip to Vegas. In this case "wild" means decorating your house, talking to the friendly animals in your neighbourhood and sending mail. Erm, yeah. Wild. So what though? Wild World is a fantastically immersive game – you can spend days pottering about doin' stuff, and the added online functionality really takes it to a new level.

DS
86%



PSP
88%

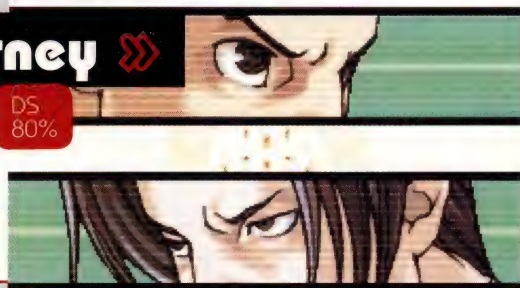
7 Ultimate Ghosts 'n Goblins

If you like your handheld games to be delivered with a side order of frustrating and painfully hard then Ultimate Ghosts 'n Goblins is the game for you. While extreme difficulty and frustration are usually points that turn us off a game, in the case of UGnG it's the exact opposite. Just like old school GnG, the satisfaction of playing the game comes from making it just that little bit further than last time through a mixture of reflex, luck, memory and trial and error. The addition of new armours, weapons and abilities doesn't hurt the game none too much either.

8 Phoenix Wright: Ace Attorney

There's something remarkably Japanese about Phoenix Wright. Maybe it's the look – pointy haired protagonist, mustachiod villains and what have you. Maybe it's the personalities of the players that are so incredibly different from Western expectations. Maybe it's simply the fact that Phoenix Wright is a point and click adventure game about a lawyer, an idea that definitely wouldn't have been hit upon by a Western developer. Whatever the case, any game that can have us standing up at random times and pointing to things whilst yelling, "OBJECTION!" can't be at all bad.

DS
80%



PSP
91%

9 Tekken: Dark Resurrection

When Bryce first got his hands on Dark Resurrection he ominously claimed that the game would destroy the franchise and alienate all the players because the framerate was different to the console Tekken eliminating his precious 7 frame attacks or some such haha stepping nonsense. He ended up giving the game 91. Framerate differences be damned – Dark Resurrection is the best fighting game available on a handheld. It looks fantastic, controls well and features all the fighting depth that the Tekken franchise has become famous for.

10 Yoshi's Island DS

There are two ways of looking at this game. One is that it takes the best 2D platformer of all time and utterly fails to reinvent it for 2006. The other is that, well, when you're working off a template for the best 2D platformer of all time – it ain't broke so why fix it? Yes, it's more of the same. But hey, when you can EAT enemies then pop them out your backside as EGGS which you can then SHOOT at other enemies and items, in a world that looks like it was hand drawn with crayons, there's really not that much to complain about!

DS
83%



MOST EXCITING WORLD NEWS EVER

NOVEMBER: SONY REVISES LAUNCH NUMBERS BY HALF, LAUNCHES PS3, SELLS 267,000 CONSOLES. NINTENDO LAUNCHES WII, SELLS 708,000 CONSOLES. LEGEND OF ZELDA: TWILIGHT PRINCESS SAID TO HAVE AROUND A 75% ATTACH RATE. SOUTH PARK FEATURES WII, HILARITY.

DECEMBER: NINTENDO WII LAUNCHES. CAM QUITS, JOINS CHANGE THIEF ACTION SQUAD.


THE DS REVOLUTION

2006: The year of the Dual Screen...

THE DS HAS HAD ONE HELLUVA YEAR, OUTSELLING ALL CONSOLES, BECOMING ARGUABLY THE MAJOR GAMING PHENOMENON OF 2006, EASING IN A NEW STRATEGY FOR BOTH HANDHELD AND GAMING IN GENERAL. THE HUGE SUCCESS OF THE DS AND TOUCH GENERATION HAS HELPED REINFORCE NINTENDO'S STRATEGY OF FINDING NEW WAYS TO PLAY, GIVING THEM RENEWED CONFIDENCE AS WE MOVE INTO THE NEXT GEN FORMAT WARS. HYPER LOOKS BACK AT THE YEAR THAT WAS FOR NINTENDO'S NEW POCKET MONSTER.

BY MARK SERRELS

TOUCHY! 



Despite challenges from Atari, Nokia, Sega, and numerous others, Nintendo has always dominated the handheld gaming market, a market they themselves invented way back with the Game and Watch series, and eventually steamrolled, with the handheld to end all handhelds, the original Game Boy. Ever since its original release, the Nintendo Game Boy brand has been ridiculously lucrative for the Japanese giant, arguably holding down Nintendo with the lacklustre performance of the GameCube outside its home territory of Japan. The DS has continued in this fine tradition, but it's easy to forget that, upon its release, most industry insiders forecasted doom and gloom for the little handheld that could, fearing that it would be cast to the wayside, trampled and beaten by the juggernaut that was Sony's upcoming PSP, a higher end, uber-handheld, designed to have a performance that enabled straight ports of existing PS2 games. Gamers everywhere drooled at the prospect of the all conquering PSP, and seemed to look down on the DS, a lower powered machine that seemed gimmicky at best.

So what the hell happened? At the end of 2006 the DS had a handheld market share upwards of 75% in Australia, a typically weak region for Nintendo, and DS games are now selling by the bucket load, regularly dominating game charts worldwide. The DS and its slimmer, sexier cousin, the DS Lite, have taken the gaming world by storm to the extent that it not only outsells its handheld competition, it consistently and comprehensively outsells all consoles. So how did Nintendo do it? How did it manage to decimate the competition so easily? How did the DS go from being a kooky control concept that most looked upon with disdain, to the most fashionable game machine on the planet in a couple of short years?

Sugoi!

The Japanese in particular have gone completely crazy for the DS (this pic shows punters queueing up for the DS Lite), and are still suffering from shortages to this day. Consistently outselling all other consoles combined week by week, the DS even outsold the PS3 in its launch week (although this was more due to console shortages than anything). Software-wise the DS continues to dominate games charts in Japan; at the time of writing 13 of the 20 top selling games were on the DS. It could be argued that the strong Japanese demand for the Nintendo DS has helped spark the hype and publicity to help kick start the huge sales seen worldwide.

TOUCHY FEELY

If asked what the major reason for the success of the Nintendo DS was, most gamers would no doubt point to the innovative touch screen. What initially appeared to be a gimmicky control method eventually turned out to be the DS's trump card. It's easy to forget however, that the initial reaction to the vaunted touch screen was actually quite mixed, with most observers a little cynical as to how 3rd party developers, and even Nintendo themselves, would adapt to this new method of control; how would they create games for the DS's new features without resorting to tacked on controls, or shallow mini-games?

In hindsight, for a good while, this was a self fulfilling prophecy. While launch title, Mario 64 DS, a remake of the classic Mario 64, was an excellent game, the fact that it was not built from the ground up to take advantage of the DS's unique features rendered the game redundant. Mario games in the past have been notorious for showcasing new technology and control systems; in this respect Mario 64 DS was a failure, and this was the case for the majority of DS launch titles, most of which failed to utilise the touch screen and the built in microphone successfully.

Essentially, the games known as the 'Touch Generation' changed all of this. These were games that couldn't possibly have been developed for any other format besides the DS, and this, combined with the high quality of the software itself, turned these titles into system sellers. Rose Lappin, Director of Sales and Marketing at Nintendo Australia, claims that these touch generation games, such as Nintendogs and Brain Training, were pivotal to the success of the DS, stating that "great software continues to drive the sales of the DS".

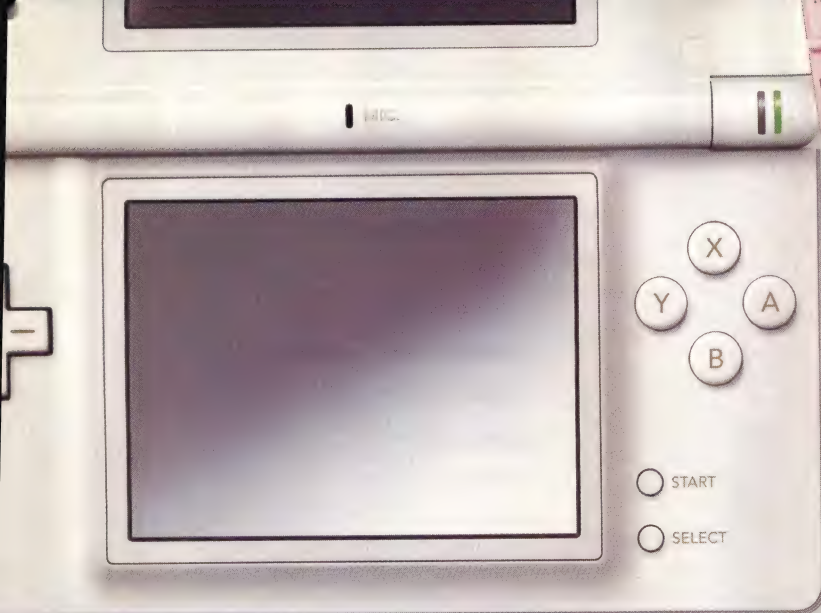
And that is the secret of the DS; simply put, the software library the handheld has built up - particularly in 2006, has been stellar. Games such as New Super Mario Bros., Metroid Prime: Hunters, Phoenix Wright, Animal Crossing, Mario Kart, Trauma Centre, have all contributed to one of the best back catalogues in gaming. Never has a handheld had such a selection of games that were so essential. Instead of being secondary to the games released on home consoles, Nintendo and many 3rd party developers seem to have made handheld gaming their main focus, sending sales into the stratosphere. Suddenly, to gamers and developers alike, the handheld market is a place for AAA titles, not casual, lazily programmed

knock offs. For Nintendo the DS is a goldmine, a home for innovative, cheap games that fans have been buying in their droves.

CASUALLY TAKING OVER

Something you never fail to hear Nintendo ranting on about is their attempt to "expand the market" by bringing new players/customers into the fray. Believing that the processing power arms race that Microsoft and Sony are currently embroiled in will result in gaming's eventual stagnation - and increased costs across the board, Nintendo want to get new people playing games, via simplified, intuitive controls, with games that appeal to the mass market. This is something you are no doubt hearing ad infinitum, with the Nintendo Wii hype machine kicking into overdrive, but this marketing strategy was undoubtedly pioneered and tested with the Nintendo DS.

Basically, in addition to the usual hardcore gaming audience Nintendo has garnered throughout the years, Nintendo want your grandad, your mum, your annoying brother in law, in fact just about everyone you could think of, to play games. You only have to look at the slightly embarrassing Wii promo pics of some toothless old codger holding the Wii-mote a little



Get Connected

Despite the clumsy friends code system, the DS's online Wi-Fi connection has gone from strength to strength since being released on November 17th 2005, and has been another reason for the huge success of Nintendo's handheld. A completely free service, the Wi-Fi connection has so far logged over 70,000,000 connections from 2,000,000 unique users. Games such as *Animal Crossing*, *Metroid Prime: Hunters*, and *Mario Kart* all take advantage, with many more on the way.

too enthusiastically to see where Nintendo are going with this. This is a strategy that Nintendo can enter into with confidence and zest, since it is a strategy they have already employed, and been successful with, thanks to the Nintendo DS.

Brain Training is perhaps the best example of how Nintendo have managed this 'casual crossover' on the Nintendo DS. When gamers in the West heard some rumblings about a game which improved your 'brain age' via a poorly rendered disembodied Japanese head spouting out half-assed puzzles, we shook our heads and said to ourselves, "it'll never catch on over here". We were, of course, horribly, horribly wrong...

Professor Kawashima's Brain Training flew off the shelves across the globe, riding the tide of Kawashima's celebrity status in Japan, and capitalising upon the West's newly acquired penchant for puzzles such as Sudoku. In Japan particularly, the game was a huge phenomenon, especially with regards to who was playing it. In Japan, the game was used in hospitals to help ward off Alzheimer's, and gamers over 40 apparently made up the majority of the Brain Training audience. The game was paramount in attracting the mainstream, untapped market Nintendo desired.

2007 AND BEYOND...

Despite the incredible year that Nintendo had with the DS in 2006, it's easy to forget that two of their potentially most lucrative franchises haven't even appeared on the DS yet. Both *Zelda* and the new *Pokemon* games, the Diamond and Pearl editions, are scheduled for release in 2007 and will surely keep DS sales at the phenomenal pace they have previously set. For anyone cynical with regards to the *Pokemon* phenomenon, take a gander at the sales: after a few short months in Japan, the new titles have sold over 3 million copies. Expect those figures to be replicated worldwide.

The *Zelda* title — *Phantom Hourglass* — should also be another hit for the DS, but perhaps the most important role the DS has played with regards to the future, is to do with another console completely; the Nintendo Wii. It could be argued that gamers would be significantly less excited about Nintendo's new console if they hadn't witnessed first hand the success of their previous revolution in control.

And this of course leads to Nintendo's slogan for the next year and beyond; 'playing is believing', an idea that Nintendo is dead set on hammering home to the public, to hardcore, casual and even non-gamers. The DS's success undoubtedly has resulted

in a lot more non-gamers actually hearing this message, as Nintendo's handheld has been extremely effective in breaking down the barriers to gaming, paving the way for Nintendo's new console.

In a way the Wii, which was previously referred to as the Nintendo Revolution, is building upon the initial DS revolution, attempting to capitalise upon a new audience that Nintendo's handheld has been paramount in creating. As said before, the DS has had one hell of a year. Against all the odds it has redefined not only handheld gaming, but gaming as a whole, showing the world new methods of control and new ways to play; bringing a legendary company back to the forefront, and new people into gaming. <<<



If only they had something handheld and portable to play...

I Have Seen the Lite...

It's impossible to underestimate the impact the DS Lite had on sales in 2006. A huge improvement over the first DS, we saw many of the flaws that plagued the original disappear, replaced by a sleek, modern, almost iPod-esque design. More than just a cosmetic update, the DS Lite helped convince many cynics to make the purchase, with an improved screen, adjustable brightness settings and better microphone placement. The DS Lite was also the first Nintendo product to be completely sold out in Japan, causing the big N to actually issue a public apology for the shortage. Japan still suffers from a shortage to this day; Nintendo can't make them quick enough, and DS software continues to dominate the charts.

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PG

Mild violence

Wii



PlayStation 2

PC
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VAT and other taxes may apply. See www.mobilitygames.com.au/rayman. This is not a subscription service.

MUST-PLAY GAMES



2007 is shaping up to be one hell of a tasty year for gamers. The Xbox 360 has well and truly settled into living rooms around the country, with a fresh batch of second generation software just about out of the oven. Meanwhile, newcomers PS3 and

DELICIOUS

Alone in the Dark

Systems: PC, PS3, Xbox 360

Category: Survival Horror

Developer: Eden Games

Release Date: TBA 2007

There's no doubt about it, the latest opus from Eden Games is starting to look like it could be one of the games of 2007... and we're starting to get to know the Eden offices rather well (see issue 153). Even though they're in France. Yes, this month has seen another hop across the pond, and another chance to learn a little more about this much anticipated next-gen survival horror title.

TICKING BOXES

What do we already know about the game? Well, there's the episodic structure — ten episodes in all, each broken up into around forty minutes of gameplay. If you decide to stop playing and save the game, you'll be shown a 'coming up' sequence with snippets of the next

of such an iconic and (somewhat) familiar setting should only add to the horror elements of the game. Resident Evil's mansion was always much more horrifying than the sterile lab environments for exactly the same reason.

But bugger all that psychological stuff, you want to know how the game looks, right? The answer is fantastic. Not only are the graphics amazing, but the inclusion of depth-of-field effects and real time rendering of up to one hundred light sources helps to create an atmosphere in the game that is quite breathtaking. Think Resident Evil: Zero, but in real time and with 3D interactive environments. Only this isn't REo, it's a very different beast. Watching the game in action, it's easy to believe Eden's claim that all



Evidently, it was a trap



The atmosphere is quite breathtaking



episode. Similarly, when you return to the game you get a 'previously' cinematic which recaps your adventure(s) to date. The whole idea is to present the game as the first season of a series, in much the same way as Lost or 24.

Then there's the setting, Central Park. A dark and foreboding square of darkness surrounded by a vibrant, dense city. It has its own museum, castle and zoo (over 48 buildings and structures in fact) and when you think about it is a damn good setting for a survival horror game. And given the diverse locations possible in this epic yet almost claustrophobic setting, we're almost salivating at the idea of supernatural beasts in such a familiar and realistic environment. In fact, the inclusion

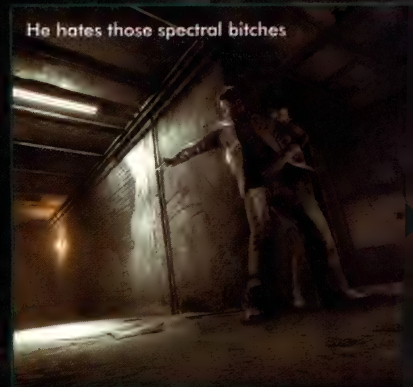
of the posters adorning the studio walls are actual in-game screenshots.

TRESPASSER 2?

The word 'interactive' gets thrown around a fair bit, but we're absolutely convinced that Alone in the Dark can wear that description with pride. Each and every object in the game can be picked up and moved around in an intuitive fashion. We were shown an in-game demonstration of the Xbox 360 version, where Camby grabbed a lamp and each movement of the right thumb stick translated to him moving the lamp around his body (with changing light effects as the lamp moved). A quick thrust on the thumb stick caused him to also thrust with it as a weapon. Then he moved away, still clutching the lamp and something



He hates those spectral bitches



OF 2007

Wii are still cooling on the gaming window sill, the scent of new console smell strong in the air. Both are eager to prove themselves, with many of their most promising titles still on the horizon. And then there's the humble PC, for which there's no easy cooking metaphor. Instead, we'll just say that 2007 will whet the appetites of the hardcore - Quadcore

architecture, another couple of generations of videocards, and of course, Vista and DirectX 10, will all help push PC gaming to new levels, and make games like Alan Wake the most sophisticated ever seen.

With all that in mind, here's a peek at some of the titles we think will take the gaming world by storm this year.



Fight fire with... guns?

unexpected happened — it turned off. Why? Well, because it came out of the power socket, of course. Next up, Camby grabbed a wooden chair, thrust it into some burning debris and the next thing we knew the chair was aflame and falling apart in front of our eyes. The game's lead designer, Hervé Sliwa, assured us that the fire system is completely realistic — wood burns while metal simply heats up. We saw this in action as a small fire in the corner of the room quickly spread to the far door, up onto the ceiling and then threatened to harm the protagonist. Luckily, the door was by now just pieces of crumbling charcoal so he managed to jump through it before becoming a crispy critter.

Such interactivity promises more than just cool stuff to look at; it gives every situation in the game the possibility of multiple approaches. This, then, will be a survival horror game in its truest sense, where you will need to use all of the objects at your disposal in multiple and experimental ways. It also promises to increase the replay value of the game, allowing you to solve problems in emergent ways. The Deus Ex of survival horror? We certainly hope so.

You can probably tell that we can't wait to get a proper hands-on with this game. The story is being kept under wraps for now and we're still not completely certain how all the other human 'survivors' factor into the game, but it's quite clear that Eden are determined to deliver an experience that is varied and exciting for the player. The fact that they totally rebuilt the game engine early last year (2006) — to enable the more varied gameplay options — is proof that the game won't get shipped until it's completely ready. Besides, what other game offers the ability to grab a display sword from a museum, douse it with fuel and then set it alight? Extemporised lightsabers FTW!

DYLAN BURNS



Walking the walls

In terms of enemies, this aspect of the game is still quite unknown, but once again we used our powers of erm, eyesight, to peruse the many pieces of concept art adorning the studio walls to garner a glimpse into the lurking horrors of the game. Many and varied freaky looking creatures bared their fangs at us, and to be honest, if I found myself alone in the dark with some of these creatures I'd be calling 1800-REVERSE pretty quick smart. It's just a guess, but I don't think that guns are going to be of much use when facing supernatural enemies. Situational puzzles and quick-smart thinking may be what's called for, which should make for an extremely tense and menacing experience.

Half-Life 2: Episode Two

Systems: PC, PS3, Xbox 360

Category: FPS
Developer: Valve
DUE: Early 2007

While Episode One was a wonderfully paced extension to Half-Life 2, Episode Two is really set to shift the gameplay up thanks to a whole new setting. After Gordon's escape from City 17 with vital information for the resistance at the end of Episode One, he'll have to make his way to a secret base in the mountains, pursued by Combine forces. This change of setting will have a big impact on the way the game plays. For a start, many sections will be much more open – there won't be a prescribed path or way through. Instead, it will be up to you to use your wits to make it through alive, sussing out enemy positions and creatively utilising the tools at your disposal. Rather than the ever onwards pace of previous H-L 2 games, these valleys and mountain ranges won't require you to simply move from point A to B to C. Instead, you'll get to know the area, moving back and forth between positions as required.

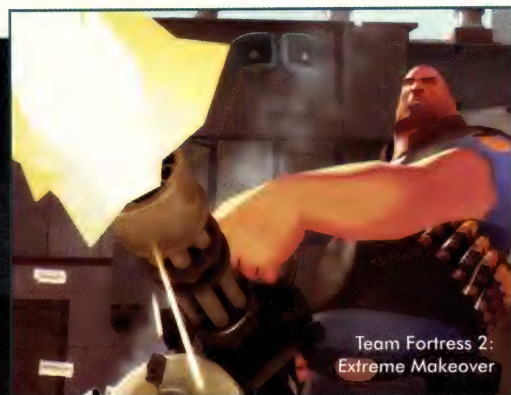
You'll also have access to a new vehicle, a hulk of a buggy created from spare parts, including a refrigerator bolted on the back which you can use as a makeshift boot for storing items for your gravity gun. The vehicle will be great for mowing down zombies, but if you're not careful they'll grab hold and climb onto the bonnet.

There won't be anywhere to hide either, as Valve are introducing

a new adversary – the Hunter. As opposed to the massive Striders, the Hunter is a much smaller, much more agile synthetic Combine creature, and it will hunt in packs. You'll generally have three on your tail at once, and they'll be trying to flank you, communicating with one another to try and herd you in for the kill. Best of all, where you could hide from the Striders and take aim from relative safety, the Hunters will be able to follow you into buildings and smaller areas, and can attack with both long range plasma bolts and melee attacks. You truly will be the hunted, and each encounter will be high on adrenaline.

A decent portion of the game will be set out in the open, but Valve are also promising some more claustrophobic sequences – you'll make your way through underground mines and even an antlion colony. Much like Episode One you'll have some help along the way too, and many sequences will pair you with a Vortigaunt ally who has a ranged attack that Half-Life 1 veterans will know all about, as well as the ability to heal you.

The new setting has also given Valve the opportunity to up the visuals significantly. Episode One shared many of the same base art assets with Half-Life 2 as they were both set in City 17, while the new setting for Episode Two has allowed the team to start fresh and optimise the game as much as possible. We're talking improved particle effects, lighting, textures and multi-core support for PC gamers. This game can't come soon enough.



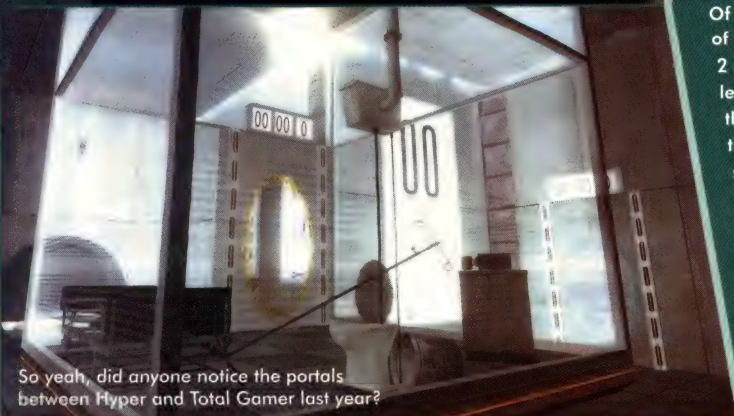
Team Fortress 2: Extreme Makeover



Awesome Extras

Of course, another reason that gamers are salivating at the prospect of Episode Two is that it will ship with the long awaited Team Fortress 2 and Portal. Team Fortress 2 picks up where Team Fortress Classic left off – the nine classes are back, but tweaked to within an inch of their lives to bring as many play options to the table as possible, and the presentation eschews the serious military look of most multiplayer shooters for a wonderfully comical tone, partly to suit the over the top gameplay, and partly so you can tell each class apart from across the map. Fans of Team Fortress Classic will also be pleased to hear that the maps Well and Dustbowl will be making a return, each overhauled to suit the updated gameplay mechanics.

And then there's Portal (see the screen on the left), an incredible looking puzzle FPS that opens up your interaction with the environment in as groundbreaking a way as the gravity gun did in Half-Life 2. You're able to create two portals on almost any surface, which can help you reach ledges, take out sentry guns and create infinite loops. Portal is shaping up to be three to four hours of puzzle heaven.



So yeah, did anyone notice the portals between Hyper and Total Gamer last year?

Metal Gear Solid: Portable Ops

System: PSP

Category: Stealth/action

Developer: Konami

Release Date: Nowish

Portable Ops is the first fully fledged Metal Gear game for PSP and it's been worth the wait. The game takes place six years after the events in Snake Eater and the action is centered around a compound in South America run by rogue soldiers and FOX unit who may have a nuclear device. With the help of a young Roy Campbell, Naked Snake must recruit and utilise soldiers in order to take them down. And this is the most innovative feature in Portable Ops - the recruitment and deployment system. There are a number of ways to recruit soldiers (including winning them from multiplayer battles and by finding and scanning wireless networks - no, seriously) but the most common is to knock an opponent out in the field then drag him back to your mobile command center. Before too long he'll join your side and you can use him. Each recruit has his or her own detailed set of stats, and when going out into the field there'll be a fair bit

of strategy in determining your four man sneaking squads - especially since if you have the right enemy soldiers you'll be able to walk through certain areas without arousing suspicion. Adding to the strategy, you can put together other units and deploy them to maps. For instance, you can designate some of your recruits as spies and send them into the field to gather all sorts of valuable intel. Other squads can manufacture items for you and help heal wounded team members. It's a really interesting - and very expansive - new system and an inclusion worthy of the series.

Other than the recruits, Portable Ops establishes itself as its own game in a few other areas - freeform mission order, much shorter missions, stylish graphic novel cutscenes and the new sound radar which alerts Snake when enemies are in the area but not exactly where they are. Portable Ops should be out very very soon.



Naked Snake "recruiting" an ally...

System: Xbox 360

Category: FPS

Developer: Bungie

Release Date: Late 2007

Halo 3



Halo sailer



While we still don't know much about the single player game (although a Covenant controlled Earth is going to be best setting ever), Bungie are starting to take the wraps off the multiplayer side of Halo 3. So far we've learned a little about three of the maps and some of the changes we can expect. The three maps revealed so far are High Ground, Valhalla and Snowbound. High Ground consists of a beach leading up to a compound. There are multiple ways to get in and you'll find a command center inside, which makes this map perfect for the likes of Assault and One Man CTF. Valhalla is something of a sequel to the famous Blood Gulch, and it has bases on either side and a stream running between them. Valhalla introduces a couple of new ways of getting around in the Halo universe, the first of which is the Mongoose ATV, an ultra mobile unarmed four wheeler. Capable of carrying a driver and passenger, this super fast vehicle may not have weaponry, but it's still hard to take down. Why drive though, when you can fly to your destination via Mancannon? That's seriously what they're calling them, and this map has several, which can fire players - and other items - across maps. Another new introduction you'll

discover when playing Valhalla is the Spartan Laser - a massive shoulder mounted weapon that takes three full seconds to charge but fries anything in its beam when it unleashes its payload. Expect lots of cat and mouse between the Mongoose and Spartan Laser. The final map, Snowbound, has out of bounds areas guarded by turrets and two forerunner buildings as bases linked by underground tunnels. Between the bases underground you'll find several entrances and flash points with transparent shield doors - these are impermeable but you can clearly see what an opponent is doing through them. Do you step through to take the fight to them, or run like hell?

There are a bunch of other things we know - online each player will have a call sign instead of icons - so it will be much faster to call out to someone using a three digit code than it was. There's a new grenade - the Spike, which sits somewhere between the frag and plasma grenades; they'll stick to any surface and the blast is directional, shredding anything it points at. Cooler still, you can now save single and multiplayer footage for viewing later. Looks like we'll see a whole new generation of physics experiments hitting the net.

Colin McRae: DIRT



Systems: PC, PS3, Xbox 360

Category: Racing
Developer: Codemasters
DUE: TBA 2007



Wilks and I played rock paper scissors to decide who did the car captions. I lost



With DIRT, Codemasters are looking to re-launch the Colin McRae brand for the next generation. Not just with prettier graphics and realistic sounds and effects – these are almost ubiquitous in games now – but with additional focus on dynamic physics and weather, constantly changing road surfaces and conditions, and an intriguing approach to multiplayer.

SMASHED TO BITS

Right at the forefront of this push for future tech is the new racing engine, Neon. It's been built from the ground up to handle complex damaging of car models and track environments. Whilst we were only able to see bits and pieces of the game, not a complete build, Neon certainly seemed very realistic. Seeing a car drive deliberately into a roadside barrier and have that barrier bend in real time to the impact, with concordant damage to the car's front end, is pretty impressive. Cars will crumple at the actual points of impact and damage occurs to specific parts of the vehicle or engine. No half-arsed excuses related to manufacturer agreements here, the relationship between Codemasters and car makers is as strong as steel, and it shows. Not only that, Colin McRae even allowed Codemasters some input into the

design of his new custom-built prototype car, which is in the game.

So where will DIRT sit in relation to other racers? There are several ways to look at it. To date, the series has fairly comfortably balanced between simulation and arcade, requiring some deep effort to become proficient at rallying, but still being accessible to the casual gamer. DIRT aims to improve this somewhat, nudging in the direction of Forza and Gotham, but still firmly presenting itself as a rally game. The capitalised name sits well with the fact that road and track surfaces have an apparent effect on both car handling and the visual appearance of your vehicle. Mud can cover the car in different layers, at first a light dusting, but then perhaps with chunks of mud or streaked dirt. Although this may seem purely aesthetic, it's when using the in-car view – with a windscreen that streaks with dirt and even cracks from crashes – that you come to realise just how deeply environmental elements can impact on your experience. The game is now more about changing surfaces within races and less about point-to-point racing on one type of track. You'll likely encounter various conditions in the one race, which will impact upon decisions such as vehicle type and what tyres to equip. To give you an idea of the

variety, there are six different types of tarmac and all of them behave differently.

The damage system allows for cars to deform progressively, so the engine block may get exposed after a few prangs. Even little things, such as scratches revealing surfaces beneath paint, are present. As mentioned, physics are also fully integrated. We were shown footage of a car that actually dug into the ground as it crashed, generating momentum and roll. The new engine really allows objects to push into each other in spectacular fashion. We can only imagine how this will tie in to individual car handling in the finished game.

Perhaps the most ambitious aspect of Colin McRae: DIRT, confirmed for the 360 version at least, is its multiplayer focus. Codemasters

communicate during a race, but there was mention of including the ghost car of the fastest time on that track overall. This would make beating the world champion a little easier as you could effectively study his/her racing lines and mimic them to compete.

TRACKMARKS

But fear not, Colin McRae fans, as the rally structure is still present and accounted for. Races are still personal challenges – just you, the track and your best time. However, on top of this there are simply a lot more options this time around, with new modes like Rally Raid, which features multiple cars on track. There's also a mode involving dune buggies – which we weren't shown but can't wait to try out. Basically, DIRT brings some fun to the series,

5.1 bird noises

In the audio room at Codies, we were subjected to some of the loudest revving noises possible through a full surround sound setup. It was explained that the audio in DIRT is deliberately a little over the top, to immerse the player, but to our ears it sounded pretty good. Not only did each car sound distinct – with individual gear change noises and engine tones – but each and every crash gave a satisfyingly violent clang, all to the tune of ambient bird noises and rocks kicking up from the road surface in our wake. Trust us, you're going to want that 5.1 system for this one.



>> Cars will crumple at the actual points of impact <<

claim that when the title is released it will be possible for 100 players to be in a lobby at one time. That's right, you and 99 other people in a lobby. Of course, being a rally game, you don't always race on the same track together (although there are modes that allow this). What will be implemented is a voting system whereby you nominate the track(s) that you wish to race and your success is somewhat random. While potentially frustrating, what this system does do is limit the amount of players who dominate a particular track without ever racing all the others. Once you're in a race (everyone races at the same time), you'll be given on-screen indicators of where you are (time wise) in relation to all the other players. No word on whether you'll be able to

and opens up races to include a lot more variety in surfaces and driving experiences.

Lastly, we need to mention the funky start menu system. It's completely arbitrary and there's so much else that could be described, but the menu is just too cool for school. Basically, it's fully 3D – off in the distance you can see the actual race icon and each menu/decision brings you spatially closer to the race. It's just a really impressive front end that allows you to see all the game options around you in an almost palpable virtual space. If Codemasters can pull off all that they say they can, then Colin McRae: DIRT may well set the pace for all next-gen rally games. The old Scotsman's got some life in him yet.

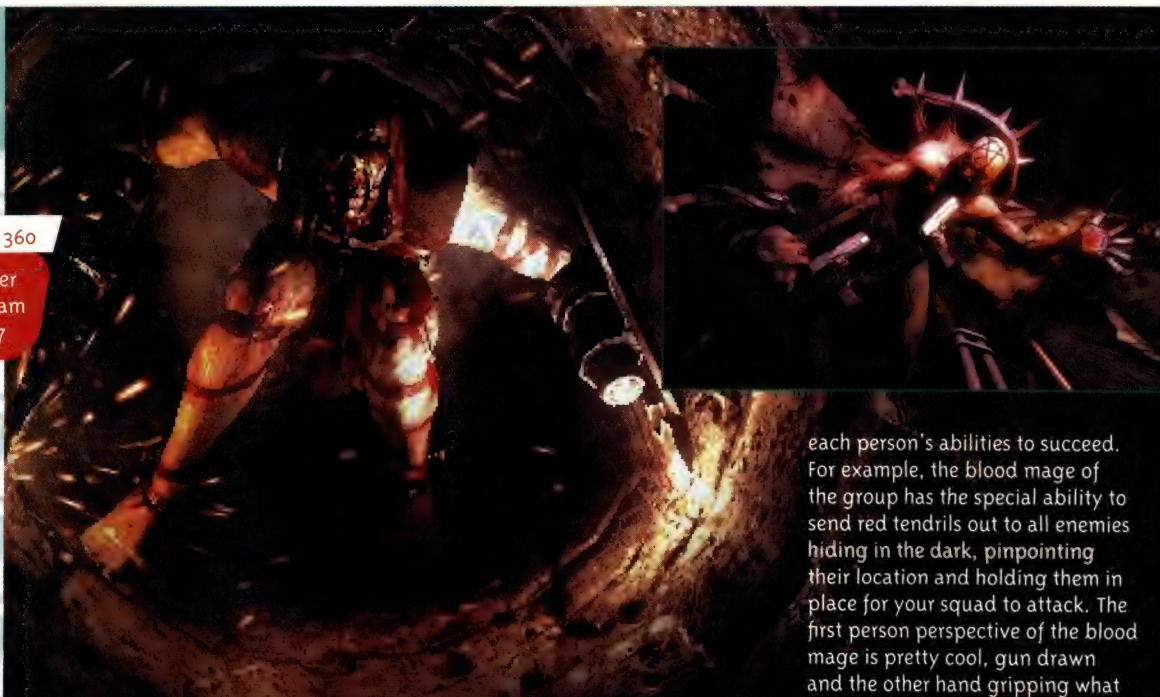
DYLAN BURNS

The only joke I have is about that character in Police Academy. A little help Wilks?

Clive Barker's Jericho

Systems: PC, PS3, Xbox 360

Category: Horror shooter
Developer: Mercury Steam
Release Date: TBA 2007



Talk about mixing genres! The description given for Clive Barker's Jericho is that it's a first person, squad-based horror shooter. A mysterious city permeating evil appears and you lead a group of psychic soldiers into the bowels of this horrifying structure to destroy the evil within once and for all. The city has

been successfully banished in the past (WWII, medieval times, during the Roman era), but not one of the crack teams sent in has ever returned, and every time it reappears it's bigger than before — will you be the first squad to return from the dark city alive?

SUPER POWERS, FROM SPACE!

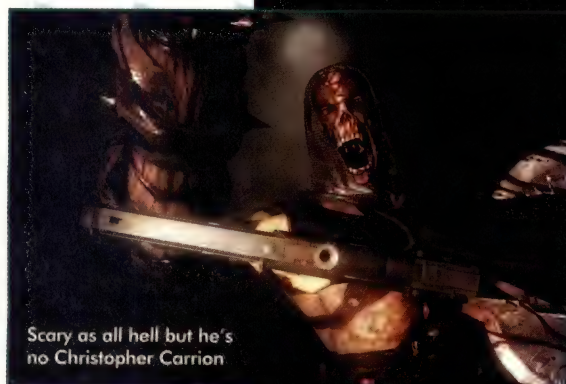
Although a squad-based shooter, this isn't Ghost Recon, as each person in your squad has an additional special power. For example, the sniper has telekinetic powers, able to spear bullets into targets from a distance. The seer operates as a scout, and the healer, well, heals, and so on. You play as the squad leader but we're told that fairly early on in the story you'll actually die. Only nothing ever really dies in this city. So, riding on a wave of warped reality, your telepathic abilities will then allow you to take control of any of the six remaining troops in your squad at any time you like. What this promises is the ability to hot-swap between squad members in order to use their powers to defeat monsters and get to the bottom of the city's mystery. It also allows you to bring comrades back from the brink of death when they are down for the count (again, there's no real death in the game).

From what we've seen of the Jericho, it's looking very dark and foreboding. You really need to use

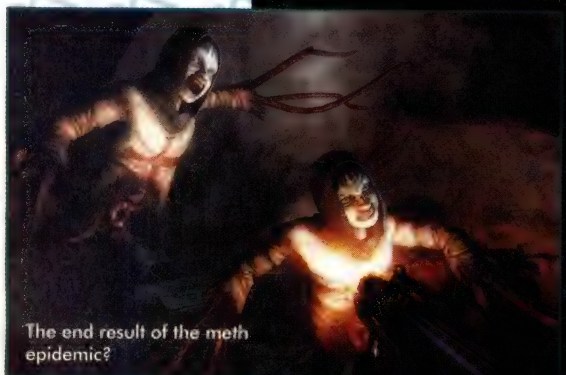
each person's abilities to succeed. For example, the blood mage of the group has the special ability to send red tendrils out to all enemies hiding in the dark, pinpointing their location and holding them in place for your squad to attack. The first person perspective of the blood mage is pretty cool, gun drawn and the other hand gripping what looked like some kind of katana, ready to unleash it at a moment's notice. We also witnessed an intense interactive cutscene where the character was being brutally attacked by a monster that can only be described as freaky (pure Clive Barker creature design here, kids). Much like in Resident Evil 4 and Fahrenheit, the player will need to press correct button sequences to survive the onslaught. We liked the fact that if you fail — which by the way produced a very violent and painful-looking death — the game's checkpoint system actually restarts in the middle of the sequence — so no frustrating replaying of exactly the same scene over and over again from the beginning.

In terms of actual gameplay, it seems that Mercury Steam is aiming for a Doom 3 atmosphere. It's a horror shooter, not a survival game, and the characters are highly trained government troops focused on defeating this evil city — exactly what the embodiment of that evil is we're not sure but with Mr. Barker involved you can bet your socks it'll be both weird and trippy as hell. It was hinted that many of the enemies you encounter are actually the tortured remains of previous psychic soldiers who have entered the city and been transformed into ghoulish creatures. Jericho is certainly a disturbing title, but one that we can't wait to play. We'll keep you posted as the game nears release.

DYLAN BURNS



Scary as all hell but he's no Christopher Carrion



The end result of the meth epidemic?

BECOME:



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XBOX 360™

Ghost Recon: Advanced Warfighter 2

Systems: PC, PS3, Xbox 360

Category: Tactical shooter
Developer: Tiwak
Release Date: Early 2007

Kicking off — once again — south of the border in Mexico (although we're told the conflict will boil over to El Paso, Texas), GRAW2 is set to take what was amazing about last year's title and run with it. David Mitchell is back as the main character, but he'll have a few new tools at his disposal, including the "mule" which is a remote controlled equipment carrier and mobile cover, a new and improved cross-com system, and 18-20 new weapons. Enhanced visuals come

standard too, with one of the biggest highlights being incredible new weather effects — we're talking everything from pounding storms that leave pools of water throughout the levels to blinding sandstorms. Also on the way, a PSP version with unique missions.



Metal Gear Solid 4: Guns of the Patriots

System: PS3

Category: Stealth action
Developer: Konami
Release Date: 2007

You really have to hand it to Kojima, he never rests on his laurels; each Metal Gear game is a big lateral step from the last, and Guns of the Patriots is no exception. Forget the jungles and relatively low tech loadout of Snake Eater, because Guns of the Patriots is set in modern times and dusty, wartorn urban environments reminiscent of many areas of the Middle East. Snake, now old and thoroughly

jaded, has a whole new bag of tricks to help him skirt through firefights between opposing armies, and avoid the strange but highly maneuverable bi-pedal metal gears. For instance, he now has dynamic camouflage which allows him to pose as a corpse or blend into a wall, he can do more while prone such as roll along on the ground, use firearms and throw grenades, he can hide in barrels, and even roll along in them, literally barrelling guards over, and he can utilise Otacon's itsy robot companion to take down guards and provide ammo. Hot hot hot.

Enemy Territory: Quake Wars

System: PC

Category: Online shooter
Developer: Splash Damage
Release Date: Early 2007

Want to know how the Earth was originally invaded by the Strogg? Then this is the game for you. Set during that crucial period, Quake Wars pits teams of Strogg versus teams of GDF soldiers against each other, in maps with progressive objectives and most importantly of all, gives them an absolute bucketload of abilities and vehicles to play with. In fact, the distinction

between each of the five Strogg and GDF classes is one of this game's strongest attributes, and will let you do things like call down gun emplacements and anti-missile turrets (as a Strogg they're literally shot down from orbit), steal the identities of enemy casualties, deploy radar installations that can track enemy units in the field, call in air or orbital strikes, repair vehicles, hack enemy installations and of course, strap on Icarus jetpacks to fly around. Simply put, this game is looking incredible and could well be a BF2142 killer. Full review soonish.



Systems: PC, Xbox 360

Bioshock

Category: RPG/Adventure
Developer: Irrational Games
Release Date: 2007

If we have to say anything more than "spiritual successor to System Shock 2" to get you excited about Bioshock then you may need to check your pulse for signs of death. The art direction of Bioshock alone is enough to warrant the game's inclusion in the games of 2007 list; a creepy mix of 1950s retro-future science and art-deco, punctuated with a decaying majesty brought about by the all encompassing sea beginning to encroach. As good as it looks, however, Bioshock should be able to top it in terms of gameplay, with a compelling mix of action, RPG elements, puzzle solving and an open ended, freeform approach to the way players choose to tackle the problems they are destined to face.

Assassin's Creed

There's nothing about this game that doesn't look amazing. Crusades setting, hand animated movement based on free running, a counter-based fighting system, anything that protrudes from a surface can be used as a handhold for climbing and a twist that has had everyone that has seen it intrigued. What does the futuristic font signify? Who is the nurse in the white room? Why does a double helix like structure swirl in the corners of the screen



during loads? Honestly, we don't know but we want, nay, need to find out. Assassin's Creed is yet another sign to us that Ubisoft Montreal is amongst the most interesting and adventurous developers working in the industry at the moment.

Systems: PC, PS3, Xbox 360

Category: Action
Developer: Ubisoft Montreal
Release Date: Early 2007

Spore

The team have "gone black" at the moment so we haven't heard anything new on Spore since we interviewed Mr Wright himself a few issues back. No matter, because we're already convinced this is going to be a hugely important game. The gameplay spans an incredible scale - from controlling a single cell organism, through to a creature, a tribe, a civilisation and finally, travelling the universe seeking out life on other planets, all with incredible control over evolution and customisation along the way. Plus, your planet and all the others in your world will be populated by creatures and civilisations created by other users then seeded throughout the game network's universe. Don't

System: PC

Category: Evolution/strategy/sim
Developer: Maxis
Release Date: 2007

think of it as massively multiplayer though - you aren't actually competing with other players. Think of it as a massively single player evolutionary experiment.



System: Wii

Category: Platform/Action
Developer: EAD Tokyo
Release Date: Mid 2007

Super Mario Galaxy

It's only logical that since Mario has already taken over numerous worlds (including the New World apparently) that he would have to branch out a little further and spread his hairy lipped dominance throughout an entire galaxy. The question is, can a new control scheme keep the franchise alive? We think yes. Although Super Mario Galaxy isn't a massive revolution in form like Mario 64, the change of control really switches up how the game feels. It's at once intriguing but familiar; all the gameplay tropes you have grown accustomed to in the Super Mario universe are still present but the approach to them is refreshingly different. If anyone can make a game that will truly show off the utility of the Wii control it's Nintendo and we think that Super Mario Galaxy will be the game to do it.

Alan Wake

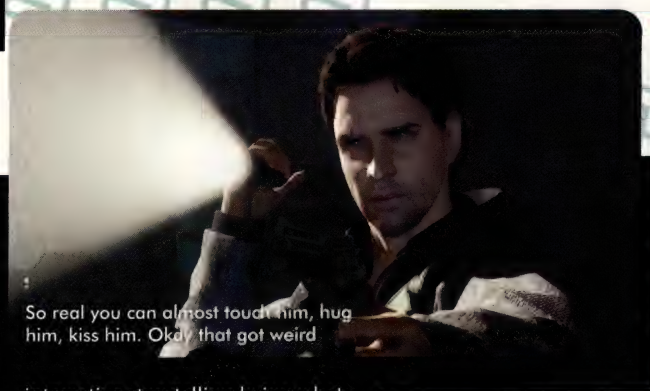
OK, it seems that every time you open a new issue we're pimping Alan Wake again but when you look at the screens how can you blame us? Remedy is at the top of the heap when it comes to action storytelling - just play through Max Payne and the sequel again if you need proof (but please ignore the walking on thin paths in the darkness section in the first game - that really sucked). In a year in which big names such as Peter Molyneux and Peter Jackson talk about new approaches to

So real you can almost touch him, hug him, kiss him. Okay that got weird

interactive storytelling being what is most interesting to them, it's nice to see a great developer already taking steps down such a path. A Lovecraftian storyline, Twin Peaks setting and TV show format - we can't wait.

Systems: PC, Xbox 360

Category: Action/adventure
Developer: Remedy
Release Date: 2007



Army of Two

Systems: PS3, Xbox 360

Category: Co-op action
Developer: EA Montreal
Release Date: 2007

This one represents the next logical step in action centric co-op gameplay. As the name suggests, Army of Two is all about you and a mate gunning your way through combat zones as Private Military Corporation mercenaries. Interactivity between players will be absolutely vital, such as giving a leg up to climb a wall, covering one another, fighting back to back when surrounded and dragging

your team mate to safety when he's injured. Because you're a mercenary, the better you do, the more cash you make, and this can be used for extensive customisation of weapons - you'll be able to tweak absolutely everything about your firepower. Online and splitscreen are both supported and a mate can drop in and out at any time - buddy AI will pick up the slack when required. The gameplay and visuals look amazing... the only thing we're worried about right now is the distinct possibility that we'll hate the main characters.



The Darkness

Systems: PS3, Xbox 360

Category: Action
Developer: Starbreeze
Release Date: Early 2007

Next-gen means different things to different people. To a lot of people next-gen simple means really nice looking graphics and sound (not that you can actually look at sound but you know what we're saying) but to us next-gen means an integration of kick ass good looks, physics, storytelling, AI and gameplay in equal measure,

utilising the full potential of the new consoles rather than only part of it. The Darkness looks set to fit the bill perfectly, faithfully recreating the comic book world of The Darkness and the fearsome "Darkness" powers of the main character, which incorporate elements of physics interaction (throwing things around with Darkness tentacles) and AI controlled NPCs. We've already had a chance to check it out briefly but we should be getting an in depth hands on very soon.

Lost Odyssey

System: Xbox 360

Category: RPG
Developer: Mistwalker
Due: Late 2007

Final Fantasy creator and co-founder of Square, Hironobu Sakaguchi is now working full-time on his next 360 RPG, having already completed work on Blue Dragon. We've had some time with a Japanese preview build of the game, and it begins with a suitably over the top battle between human and robot soldiers. The sheer volume of bodies and number of weapons on show bears some comparison with Ninety-Nine Nights – technically, however, Odyssey is quite a way beyond N3.

MASSIVE SWORD? CHECK

Lost Odyssey's main character is Kaim, a warrior who must fight for 1000 years, which is the length of his magically extended lifespan. Kaim is equipped with a sword that matches him for height (a bit like Cloud Strife's sword in Final Fantasy VII) and it's a weapon that can be used both in attack and in defence, where it deflects incoming blows from enemies.

Lost Odyssey's battles are traditionally styled, turn-based encounters. Battle menus are easily navigable and some of the attack motions we've seen are wonderfully orchestrated – when Kaim runs to the top of a crane-like vehicle, for instance, and ceremoniously plunges his blade into its huge, freaky eye. Impressively, while

battling with Kaim in the initial war scene, there are other battles being fought simultaneously all around. In lesser games, things just tend to stop when players enter battle scenes, but that's not the case in Lost Odyssey.

There are, as expected, plenty of random battles here. Whenever such a battle occurs, there's a cloud of purple smoke and a Final Fantasy-like dramatic shift to the game's dedicated battle music. Although all the enemies we fought against in the opening battle scene were robots (Kaim is fighting them for the good of human factions involved), we ran in to all sorts of weird amphibious creatures and over-sized insects once we set out to explore Lost Odyssey's countryside.

Players have no control over the camera in Lost Odyssey. But we're happy to say that the camera system Mistwalker is using here tends to give the best possible perspective anyway. Even when walking through winding corridors in the buildings of cities, where lesser games' fixed cameras might get stuck, Lost Odyssey's camera moves intelligently and the game

engine renders walls and other potential obstructions translucent if necessary.

Other visual and audio features here are similarly well executed. The game's soundtrack is the work of Nobuo Uematsu, composer of countless classic scores for Square (including the legendary Final Fantasy VII soundtrack), and the calibre of his work is clearly audible: the music repeats without dragging, shifts tempo and tone at the perfect moments, and is generally memorable and catchy. Even the voice acting here (which is used to act out significant dialogues) – although it has nothing to do with Uematsu-san, is of a high standard.

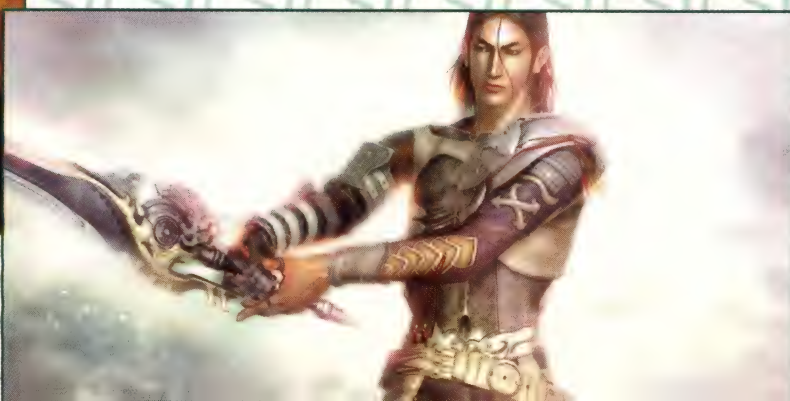
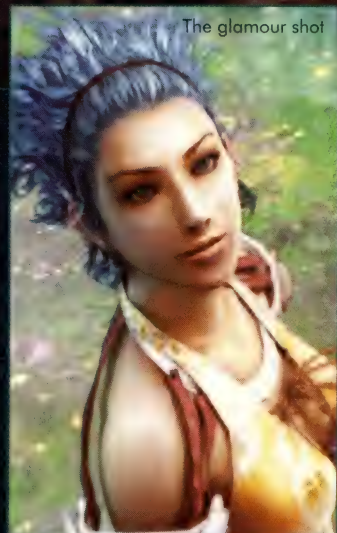
There aren't many traditional Japanese RPGs available to Xbox 360 owners as yet, but Lost Odyssey could well turn out to be a system-seller in Japan. And with an English-language version guaranteed for release some time in 2007, Final Fantasy fans the world over will have chance to find out what Sakaguchi and Uematsu did next. It should be fascinating, and this is definitely one of the games to look out for this year.

JONATHAN IKEDA

Samurai 7 + Nazgul =
cool art design



The glamour shot



The Legend of Zelda: Phantom Hourglass

System: DS

Category: Action RPG
Developer: Nintendo
Release Date: 2007

Look, we'll be completely honest with you — you've probably seen as much of Phantom Hourglass as we have. If you've watched any of the videos online of the one playable demo to date, then you've seen what we've played. And that's all Nintendo have been prepared to unveil up until this point. But you know what? Those few minutes of play already show a game that is far more than just a worthy sequel in the Zelda canon; it's also shaping up to be the very definition of

how to utilise the functionality of the DS — attacking enemies with a deft stab or circle on the touch screen, annotating maps with information, drawing in a path for the boomerang to follow, aiming your ship's cannons after you've plotted a course across the water, this is going to be genius.



Dragon Quest IX: Defenders of the Starry Sky

System: DS

Category: RPG
Developer: Level 5
Release Date: Late 2007

In a rather unexpected move, Square Enix have announced that the next Dragon Quest game proper will be coming to the DS. Unlike the last DS Dragon Quest title, Super Slime, Defenders will be a fully fledged part of the series rather than a sequel or spinoff

series. Little is known about the game as yet save from the fact that Level 5, developers of Dragon Quest VIII and Dark Cloud will be developing the game and it will feature multiplayer for up to four players. Apparently a new combat system is going to be implemented utilising a more action oriented style but no details of how it will utilise the touch-screen have been released as yet.

Armored Core 4

Systems: PS3, Xbox 360

Category: Mech combat
Developer: FromSoftware
Release Date: Early 2007

FromSoftware have a long history with the mech combat genre, but it honestly seems as if they've saved the best for, erm, latest. Armored Core 4 looks nothing short of exhilarating. "Agile" is probably the word that best sums up the game, as

the combat is extremely fast paced; jetting along the sand or skipping along the water before blazing up through the air, nimbly avoiding incoming fire with sharp strafing movements or a burst of speed, all while tracking your opponent and firing off volley after volley of missiles. As you'd expect there will be a huge array of mechs to buy, with an incredible array of parts that you can swap in and out. Need we say boo-ya?



Crysis

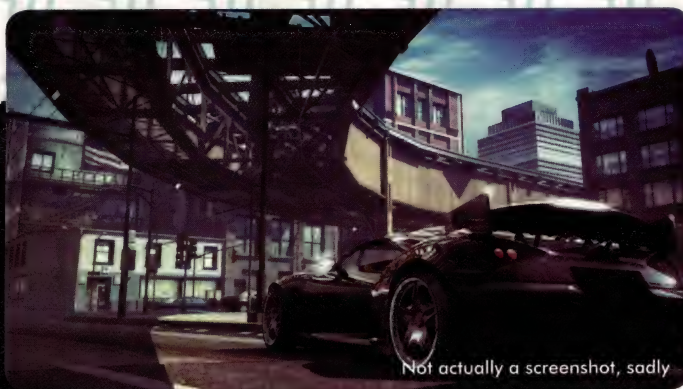
System: PC

Category: FPS
Developer: Crytek
Release Date: Early 2007

If you thought Far Cry looked good then Crytek have gone that one step further to make Crysis look absolutely amazing. Set in 2019, what appears to be a huge meteor crashes into an island off North Korea, leading to a conflict between America and North Korea over ownership of the giant chunk of space rock. Of course everything is not what it seems; the "rock" is actually a giant alien spaceship two kilometres high. To further complicate issues, the ship creates a massive shield that flash freezes the island and causes weather patterns to shift worldwide and soon the Delta Force operatives are fighting giant mechanical alien creatures rather than communist troops.

Burnout 5

According to Alex Ward, director of game design at Criterion, Burnout 5 is "a complete reinvention of the series, built from the ground up for the PlayStation 3 and Xbox 360." These guys have always had their finger on the pulse of technology, so we can already imagine how incredible a truly next gen Burnout game will look, and talk of crash technology that allows gamers to "literally rip their cars in half", only adds to the anticipation. In gameplay terms, Burnout 5 sounds like it may have taken some inspiration from NFS for its structure, with a full city to



Not actually a screenshot, sadly

seamlessly traverse and a Drivers License that racks up a tally of your most aggressive stunts behind the wheel. Hit certain thresholds and you'll have to face off against the city's most infamous drivers.

Systems: PS3, Xbox 360

Category: Arcade racing
Developer: Criterion
Release Date: 2007

Lord of the Rings Online: Shadows of Angmar

System: PC

Category: MMORPG

Developer: Turbine

Release Date: 2007

There are few games that really stand a chance of knocking World of Warcraft off its perch as the all dominating, life devouring MMO but Middle Earth Online has a chance to eat into the game's success. For a start the Tolkien Middle Earth mythology is loved by millions upon millions worldwide and Turbine are pulling out all the stops to make sure that the game remains as faithful as possible to the source material. The fact that the gameplay is shaping up to be both casual and hardcore friendly shouldn't hurt the appeal of the title either.

Set in Eriador (the area shown in Fellowship of the Ring) during the Third Age (the time of the books), players will be able to create a character from one of four races: Human, Hobbit, Dwarf and Elf and one of seven classes. While this may sound like a rather small number in today's MMO climate, Turbine have a system that will allow players a great deal of customisation to

their character. Each player will be able to choose from a large list of skills for their character as well as numerous traits which come from racial choices, professions and can be earned through adventuring or quests. Players can only have so many traits equipped at one time so choosing which ones to take with you should add an extra layer of strategy to adventuring. For that extra little bit of customisation, some traits will also come with titles; if you kill a bunch of Wargs you may gain a bonus against Wargs and have the title "Warg-Slayer" placed after your name.

From what we've seen so far, Shadows of Angmar is shaping up to be a fine looking game. Eriador is a beautiful continent that can be seamlessly traversed on foot from end to end, populated with beasts and characters fans will be familiar with. As attractive as the design is, the most pleasing aesthetic touch is what Turbine is calling their "Dramatic Moments"; beautiful

cutscenes that can be happened upon when you discover a new area, complete a quest or talk to an important NPC. We should have a hands on sessions soon so we can give you a more in depth look.



He doesn't get mad, he gets stabby



Fear the Doom Crotch!

Brothers in Arms: Hell's Highway

Systems: PC, PS3, Xbox 360

Category: WWII FPS

Developer: Gearbox Software

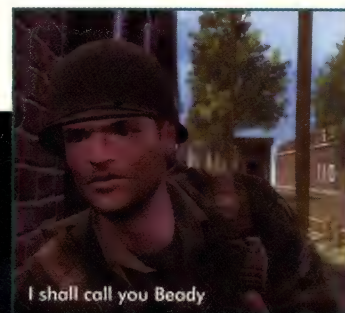
Release Date: Q1 2007

Brothers in Arms was the first WWII-based FPS in years to come along with a significant variation on the formula established by MoH and CoD. Rather than creating overwhelming spectacles where the player essentially moves from one scripted sequence to the next, BiA placed the emphasis on small squads, close quarters and plenty of tactics. It was more of a thinking man's

game, where flanking and situational awareness were paramount.

For Hell's Highway, you'll once again be playing as Sergeant Baker, this time during Operation Market Garden, the largest airborne operation in WWII, when the 101st Airborne Division were sent into Holland to try and capture a series of bridges to help bring the war to an end. What ensued was a long and bloody battle along a corridor of land, hence, Hell's Highway.

Ubisoft are making both the gameworld, and your options within it far more sophisticated. For the former, the game maps have been created based on aerial photography taken during the war, so the environments will be as faithful a representation as possible, and every engagement is based on an actual engagement on an actual day during the campaign. Environments are now far more destructible – cover objects and many buildings can be damaged or destroyed, keeping firefights dynamic – and bringing more cinematic elements to the fore. The world will



I shall call you Beady

feel lived in too – you'll see civilians as you move through the towns.

In terms of player options, you'll now be moving with three squads as opposed to two, and will have access to even more specialised abilities – you can use mortar teams, bazooka teams, radio teams and more. You'll have greater control over your squads as well, allowing smart players to get the drop on enemy troops in almost any situation.

As you'd expect from a customised Unreal Engine 3, Hell's Highway is looking great, but it's actually the small touches that will make it special. For instance, the camera is not a generic first person perspective but is actually embedded in Baker's head, giving a more realistic sense of motion.



Gotta get by. Gotta get by...

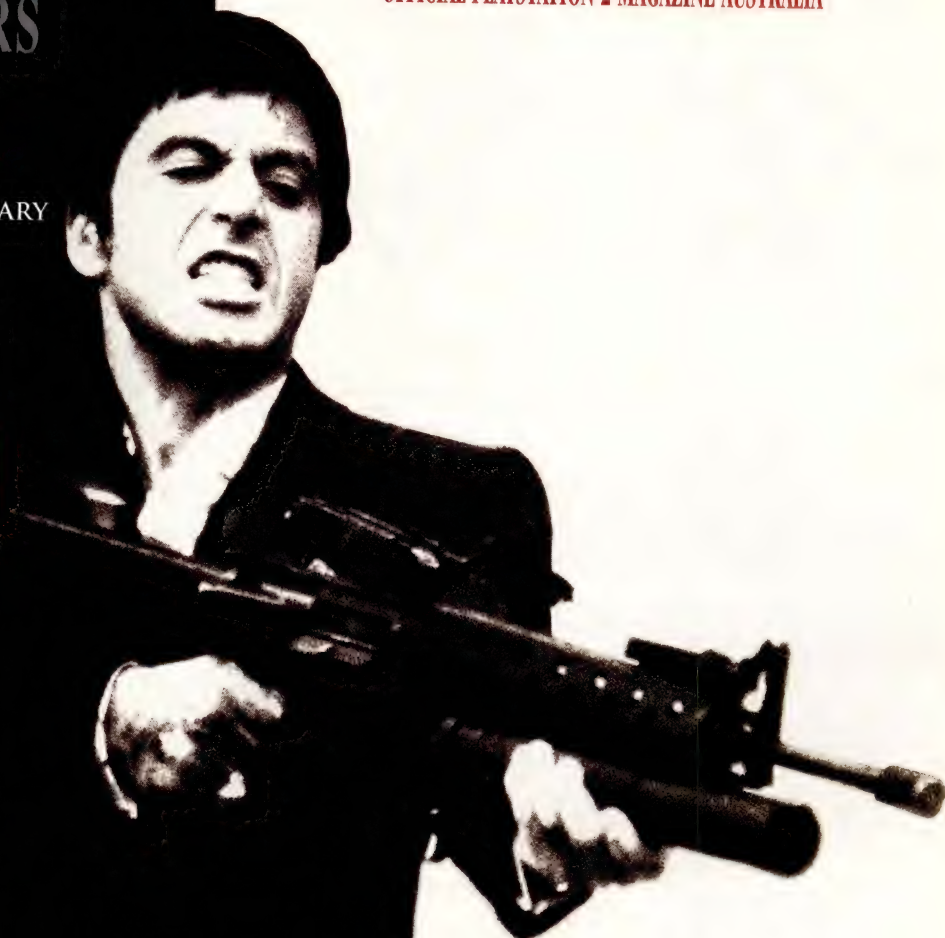
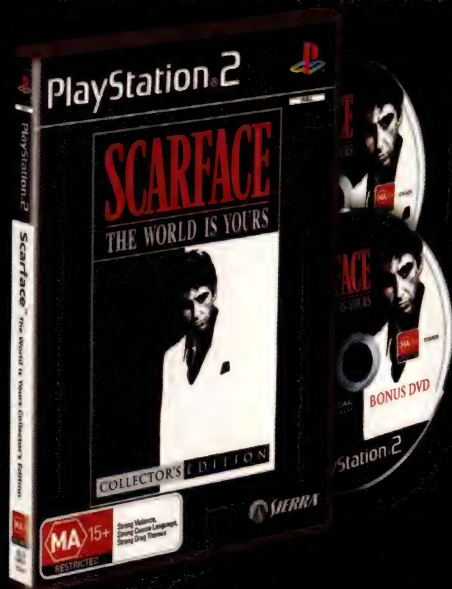
SCARFACE™

THE WORLD IS YOURS

BONUS DVD

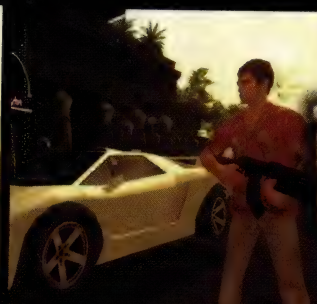
- ▶ MAKING OF THE GAME DOCUMENTARY
- ▶ GAME WALK-THROUGH
- ▶ CAST VIDEOS AND INTERVIEWS
- ▶ HINTS AND TIPS VIDEO
- ▶ GAME CONCEPT ART

PLUS: PRINTED WORLD MAP OF
MIAMI AND THE ISLANDS



"IMPOSINGLY LARGE,
ACTION-PACKED AND UTTERLY ENJOYABLE...
THE CRIME EPIC OF 2006"

OFFICIAL PLAYSTATION 2 MAGAZINE AUSTRALIA



PC
DVD-ROM
SOFTWARE

SCARFACEGAME.COM

XBOX

PlayStation 2



UNIVERSAL

RADICAL
ENTERTAINMENT

SIERRA™

OUT NOW

MA 15+
Strong Violence,
Strong Coarse Language,
Strong Drug Themes

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GLANCE The Australian PS3 Launch

Snapshot of the games we expect
to be available for PS3 in March.

Rainbow Six: Vegas



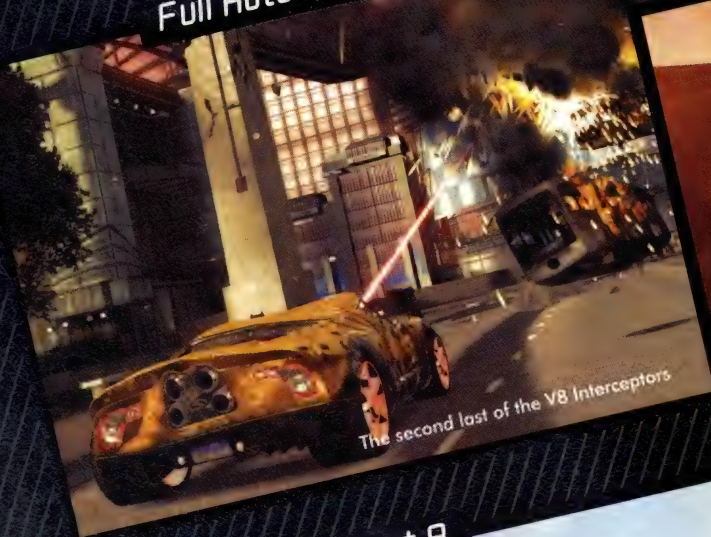
The new face of Gambler's Anonymous

Ghost Recon: Advanced Warfighter 2



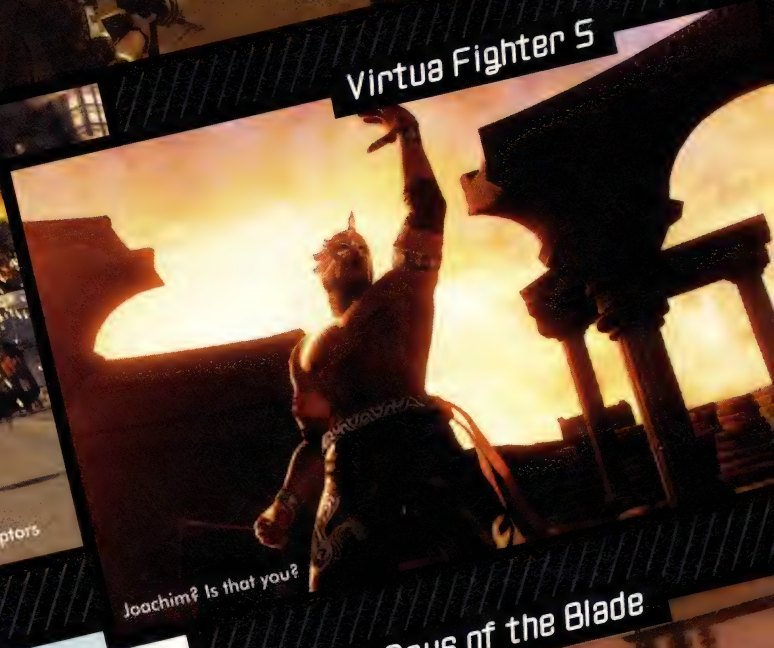
Luckily the barricades were made from
office partitions, rendering them impregnable

Full Auto 2: Battlelines



The second last of the V8 Interceptors

Virtua Fighter 5



Joachim? Is that you?

Tony Hawk's Project 8



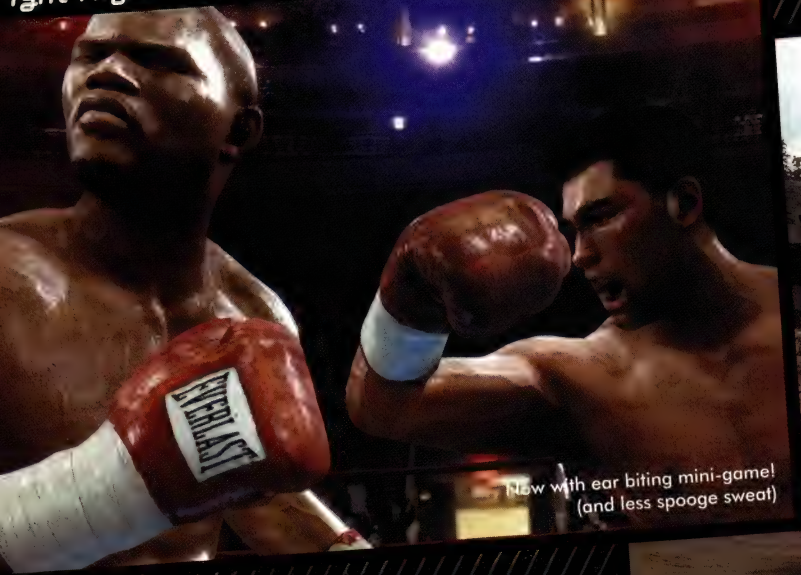
gravity and muppets in 1080p

Genji: Days of the Blade



Not Pictured: Crab Boss

Fight Night Round 3



Now with ear biting mini-game!
(and less spooge sweat)

Call of Duty 3



You may want to screen this call

Resistance: Fall of Man



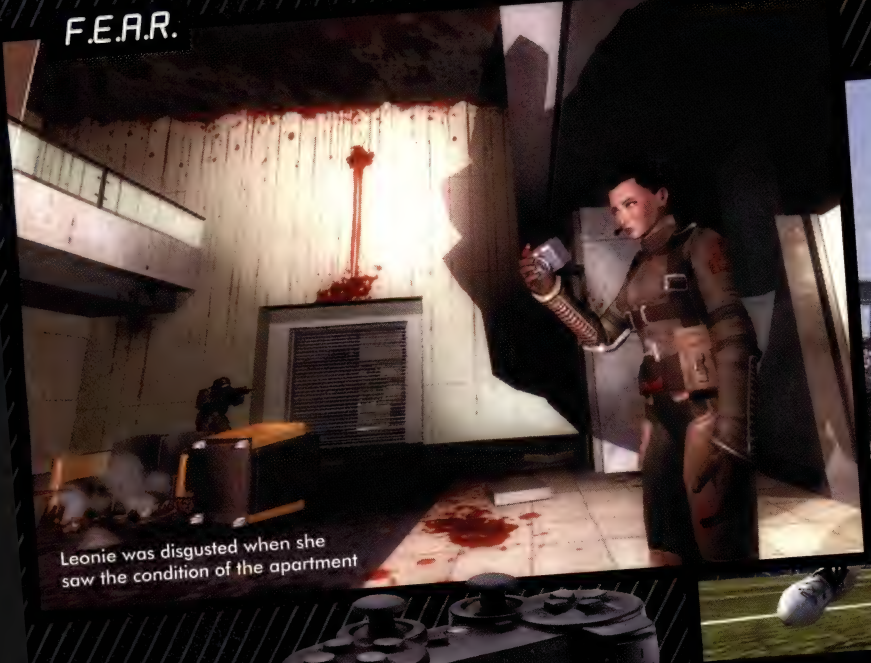
Crab people, crab people, taste like crab, look like people

Mobile Suit Gundam: Crossfire



Seriously, don't buy this game

F.E.A.R.



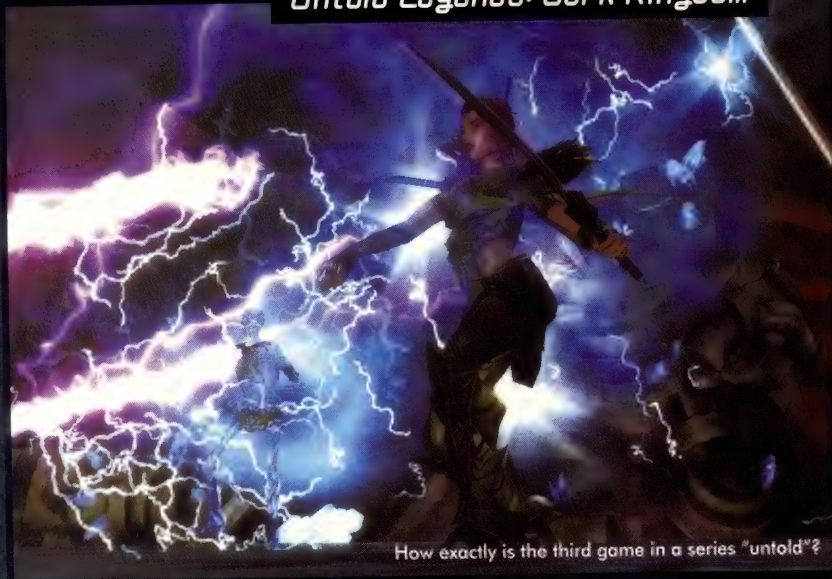
Leonie was disgusted when she
saw the condition of the apartment

Madden NFL 07



DDR skills translate to all walks of life

Untold Legends: Dark Kingdom



How exactly is the third game in a series "untold"?



NBA Street Home Court



The all new "turkey slap" dunk

Need for Speed: Carbon



Sometimes you just need to go for a swim

Def Jam: Icon



WEST SIDE REPRESENT!

The Elder Scrolls IV: Oblivion



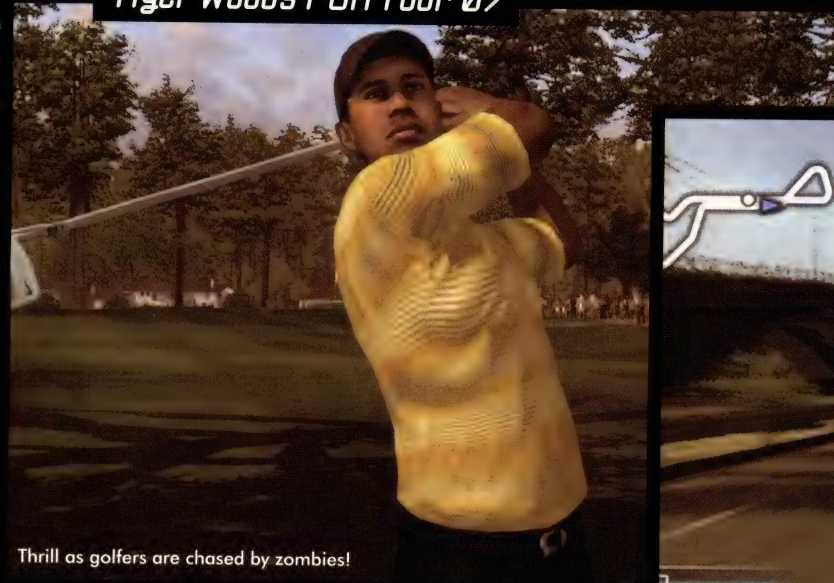
Boldly go where people have gone before

NHL 2K7

Go the Saginaw Spirit!



Tiger Woods PGA Tour 07



Thrill as golfers are chased by zombies!

Ridge Racer 7



So much drifting, so little time

Virtua Tennis 3



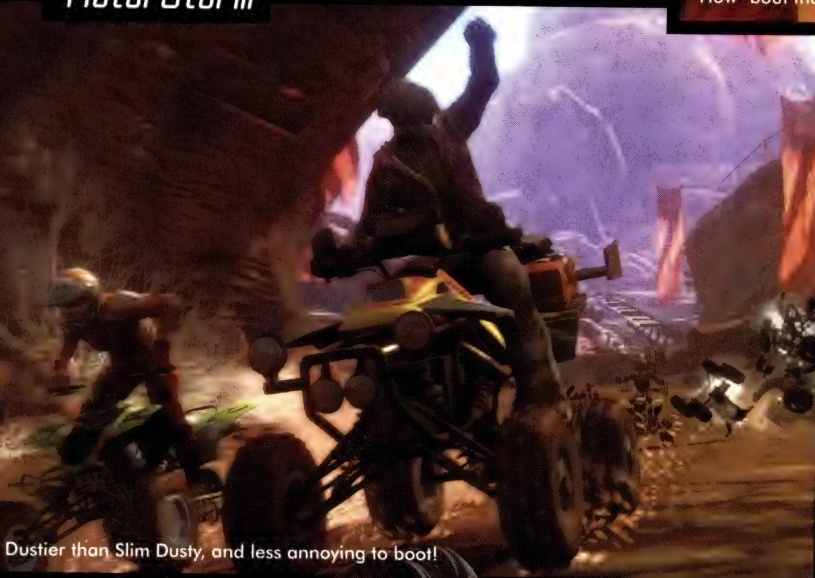
The game budget was cut to the extent they couldn't afford an L

NBA 2K7



How 'bout that local sports team?

MotorStorm



Dustier than Slim Dusty, and less annoying to boot!

Marvel: Ultimate Alliance



Use Magician Punch!



IN DEVELOPMENT

by Christopher Taylor

Games development. Statistically and all, if you're a gamer - and you most likely are if you're reading this magazine - there's a pretty good chance that it's one of your dream jobs. It's like some slightly older, nerdier version of that dream every kid has of being a fire fighter or an astronaut when they grow up. It's an occupation that most of us would agree is very bloody cool indeed.

That being said, not many of you would have thought about it seriously. Like the fire fighter thing, like the 'guy who ices the nipples of porn stars' thing one of my puerile friends had in high school, it's just a dream and nothing more. But if you are one of those who really want to do it - as in, you think you'd truly enjoy heading to work each day to make games - then this article is for you.

Not all fun and games

Games development is serious business. You know - or should know - that already. There are dozens of studios in Australia and New Zealand developing games for interactive television, Xbox 360 and everything in between. To

see for yourself just how active the industry is down here, take a squiz at the developers page of Sumea Launchpad (<http://www.sumea.com.au/sdevelopers.asp>).

As you can see, the employers are there. The employment - especially if you're interested in coding - is there. You're not trying to break into an industry that's suffering from a severe lack of vacant positions. If you really want to do this, you will be able to get a job... assuming, that is, you have the qualities and abilities that the studios are after.

Before we take a look at what those qualities are, let's go over a few basic things you should know about games development. Some of these points may be obvious, while others could dissuade you from pursuing your dream altogether - which is unfortunate, but it's probably better that you find out now than when you've just blown a few thousand dollars on a degree.

IT'S NOT ALL TOTAL WAR

"You don't always get to work on the games you want to play," says Tantalus' Tom Crago. Go look at that list of studios again. The vast majority of them aren't working on big name titles like Heroes of the Pacific, Rome: Total War and Destroy

All Humans! Instead, they're doing contract work for businesses, little puzzlers for mobiles and licensed games like Gumby vs. the Astrobots. And you can't afford to turn your nose up at that if you expect to get anywhere in this industry.

ALWAYS ON THE MOVE

Like everything tech-related, the games industry is constantly changing. Morten Brodersen, CEO of Third Wave games, says, "The industry is evolving fast so you have to keep learning or you end up being as useful as a dinosaur in a china shop."

HARD YAKKA

The number of hours people in games development can log per week is simply horrific. "The hours can be long, especially during crunch periods [when] deadlines have to be met," says Steve Stamatiadis from Krome, Australia's largest developer.

Dan Toose - yes, that Dan Toose - from Creative Assembly adds, "This is one of those industries where people often put in 60+ hour weeks without thinking twice about it because that's what needs doing. Although working on something you love always makes the work easier, be aware that working that long on something you

love can ruin the enjoyment you had before it became work."

While long hours are to be expected, make sure you don't end up being exploited. "Not all studios are good places to work," says Tony Albrecht, Senior Engine Programmer at Pandemic. "You may be required to work long hours for little or no recompense. Good studios will minimise overtime and reward you appropriately."

IN THE DEEP END

"Most developers try to create as nurturing an environment as possible, but the reality of the industry is that it is deadline-driven, so there is no 'safe' project to learn on," explains Robert Murray, CEO of the Melbourne-based handheld and mobile developer Firemint. "It is about hitting the ground running. That is why so many studios request experience. This in turn creates a chicken and egg problem for new entrants. For us at Firemint, we kind of have to tackle that training problem head-on as no one usually has mobile game development experience when they join us."

PEOPLE SUCK

Don't think that games development is somehow free of all the political bullshit that plagues other industries. You're still going to have to deal with it - whether it's between co-workers, publishers, distributors or whoever.

IT'S THE EYE OF THE TIGER...

Not everyone is cut out for the games development. Aside from the obvious - i.e. talent - there are few qualities you really do need to

have if you want to succeed in the industry... just as there are some you definitely shouldn't have.

First of all, you're going to have to have a passion for games. You shouldn't just love playing them, but have a lot of interest in the process that goes into creating them.

Secondly, you need to be creative. You need to have a good imagination. If you've never so much as cooked up an idea for a game in your head before, then this probably isn't the industry for you.

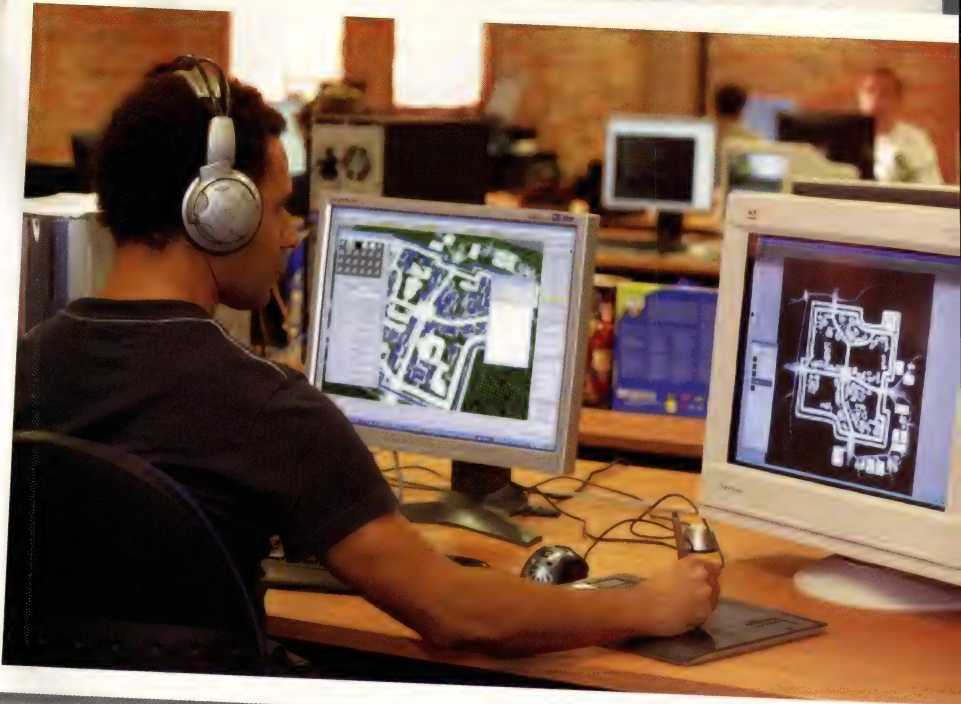
Thirdly, you need to be able to balance your desire to create something that's perfect with the need to finish things on time. "[If you're a perfectionist] then you really have to have a lot of self-discipline to focus on the big picture," says Murray. "You should regularly practice finishing things

quickly and satiate your need for perfection [with your personal] projects. Finishing is everything in this timing-driven industry and it is surprisingly difficult."

One thing you absolutely do need is good people skills. The ability to keep your ego in check wouldn't go astray either. Seriously, every developer we spoke to said arrogance was the number one turn-off when it came to potential employees.

Sure, you might be able to produce some great work, but chances are, so can everyone else on the team. "You'll be working with very intelligent people," says Albrecht. "You may have been the smartest in your class at university, but you'll most likely just be one of the crowd [in the industry] - which is not necessarily a bad thing."

Kevin Chan from Blue Tongue



HE'S AN INSTITUTIONALISED MAN NOW...

We've compiled a list of courses complete with web links, details on where they're located and a short summary of what they offer. Bear in mind that like the industry they serve, these courses are constantly evolving.

AIE

The Academy of Interactive Entertainment is, as the name suggests, an institute that specialises in teaching people how to make games. Prior experience isn't required, but it will give you an advantage - especially with the programming courses. AIE has very close ties to the industry.

What they offer: numerous short courses, certificates and diplomas in programming and animation, with advanced diplomas on the way.

Location: Melbourne and Canberra.

Web: <http://www.aie.edu.au/index.php>

Carnegie Mellon University

If you're after some information about their course, check out the handbook (<http://www.etc.cmu.edu/australia/CURRICULUM.pdf>) - unlike the main page, it's actually useful.

What they offer: a masters degree in entertainment technology.

Location: Adelaide.

Web: <http://www.etc.cmu.edu/australia/V2/index.html>

Charles Sturt University

Charles Sturt has been running this program for a few years now, meaning it's well established. Obviously targeted at those who

want to be programmers.

What they offer: computer science degree with the opportunity to major in games technology and the option of continuing on to post-graduate studies.

Location: Bathurst.

Web: http://www.csu.edu.au/courses/undergraduate/computer_science_games/

Crash Education

Exactly what the name implies. Crash Education offers 'crash courses' in a number of areas, including basic programming and handheld games development. Each course will set you back \$499.

Location: Melbourne.

Web: <http://crash-ed.com/>

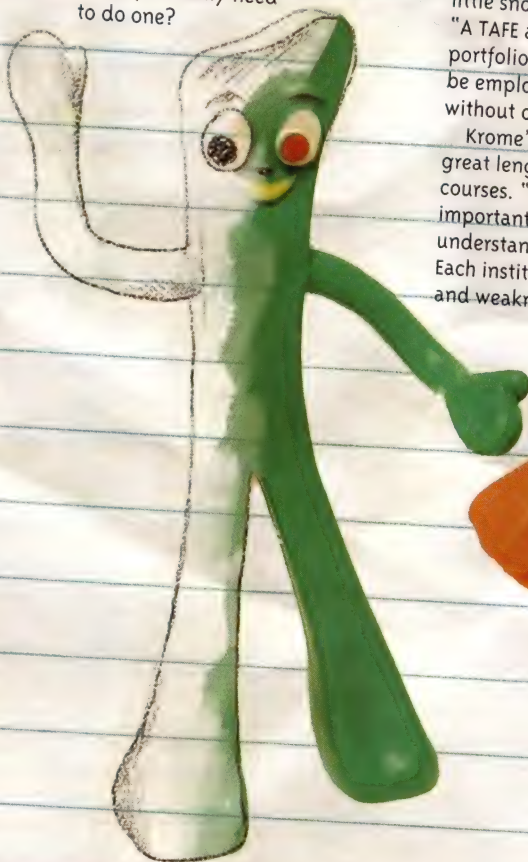
adds, "Big egos make everyone uncomfortable. Games are made by teams, not individuals. Everyone is entitled to their opinion and should be encouraged to express it. Raging egomania flies in the face of respectful teamwork."

Incidentally, the second biggest turn-off for developers was almost universally body odour. This might sound like a joke, but it's serious. Stinking like a bastard is just plain old poor form - take it from someone who works in retail.

In summary, to succeed in this industry you're going to have to be a good listener. You're going to have to be open-minded. You're going to have to shower occasionally, be willing to learn and be able to keep up. And, above all, you're going to have to know how to laugh. A sense of humour will always go a long way.

Hitting the books

In recent years, games development courses have started popping up all over the place. The question is: do you really need to do one?



The answers we received from studios basically boiled down to this: if you want to be a programmer, then yes, you'd have to be damn good to get a job without a qualification. If you want to be an artist, though, then you don't really need one.

While all of the studios had slightly different takes on the various certificates, diplomas and degrees that are available, everyone agreed on one point: that hands-on experience is far more

You're going to have to shower occasionally, be willing to learn and be able to keep up. And, above all... a sense of humour will go a long way

important than any piece of paper will ever be.

"All of the courses are useful for games careers," says Albrecht, "with the specialised institutes leading the pack... but a degree [won't] guarantee you a position. You need more than that."

For those of you who might be a little snobbish about TAFE, he adds, "A TAFE attendee with an awesome portfolio or demo would probably be employed over an AIE student without one."

Krome's Stamatiadis spoke at great length about the various courses. "Tertiary education is important in giving an overall understanding of your chosen area. Each institute has its own strengths and weaknesses, and these need

to be weighed up with what each student is looking for in a course and eventually a career.

"From our point of view, all of the courses are worthwhile and provide an overall base level of knowledge and skills for the students to build on in their own time. Additionally, courses give students the opportunity to interact with and learn from other students in the class."

In terms of pre-requisite school subjects and marks, it all depends

on the individual institute and what you're planning on specialising in, so we can't really help you there. We can, however, offer some more general advice.

For starters, if you want to get into programming, some knowledge of maths and physics would be helpful. If you want to do a computer science degree when you're fresh out of school, you'll probably have to do that stuff anyway. You'd also be looked favourably upon if you've done a bit of coding in your spare time.

If, on the other hand, you want to be an artist then you'll need a portfolio to show off your artistic talents. This will be far more important and relevant to you getting into the course than your grades, so make sure that the work

you show them is the best you can do. AIE told us that "the best game artists are those who have an artistic aesthetic, understanding the elements of traditional art which become increasingly important in the creative process."

Much like any future employers, these places are looking for enthusiasm and natural talent above all else. Working in your spare time will, at the very least, prove that you're keen

As for which institute you should attend, we're going to leave that up to you. As Stamatiadis explained, it all depends on what you want to achieve. That being said, there are a few things you might want to consider looking for in a course:

LINKS TO THE INDUSTRY

Most of the institutes approach developers asking for advice on how to structure their curriculum. Some work more closely with the industry, occasionally bringing in people to talk to students or scout for talent. Even if you don't get offered a job when one of these people come to visit, being able to learn directly from someone who's actually in the business would be an invaluable experience.

EXPERIENCED STAFF

Because these courses are relatively new introductions to most institutes, it's unrealistic to expect every lecturer and tutor to have a lot of hands-on experience. That being said, make sure you ask about it. Being able to learn from someone who's worked in the field you're hoping to get into would help you immensely.

REALISTIC CLASSROOM ENVIRONMENTS

Some institutes do everything they can to ensure that their classroom environments are as close to the real deal as possible. The benefits of this are obvious.

HANDS-ON PROJECTS

Some of the courses will involve semester- or year-long projects where you'll be put into a team and asked to make a game. While you should work on getting more experience than that, it'd be a great way to learn.

SPECIALISATION

Some courses provide a general overview of games development, while others will make you focus on art, coding or design. While

specialised courses are probably more likely to get you a job, the generalised courses tend to be cheaper - meaning they're an ideal way of learning the basics and seeing if you actually like games development.

Also, if you're keen on programming, consider doing a computer science degree. It's old school as hell, but provided you choose your electives carefully you'll be fine.

ANSWERS

As we said earlier, we're not going to tell you which institute to attend. It's up to you to show the initiative, do the research and ask the questions

James Cook University

Be warned that years two and three of the course offered by JCU isn't offered at their Townsville campus, meaning you'll need to finish your studies in Cairns.

What they offer: information technology degree with a games development major.

Location: Cairns and Townsville.

Web: <http://www.it.jcu.edu.au/Degrees/strands/Strands.html#BIT3IR>

La Trobe University

La Trobe has a close relationship with the Sony Foundation, Microsoft, Tantalus and Torus. Their entry requirements aren't too traumatic in comparison to other computer science degrees either.

What they offer: computer science degree with a major in games technology.

Location: Melbourne (Bundoora).

Web: <http://www.latrobe.edu.au/courseDB/courseFinder/>

Media Design School

An option for those residing in New Zealand. Media Design School has an extensive range of courses that are well worth taking a look at.

What they offer: diplomas in all sorts of thing, including animation, creative technologies and games development. They also run a few short courses.

Location: Auckland.

Web: <http://www.mediadesign.school.nz/index.asp>

Murdoch University

The only option if you're in WA, unless you want to move interstate.

What they offer: science degree with a major in games technology.

Location: Murdoch.

Web: <http://www.it.murdoch.edu.au/teaching/gamestech.html>

QANTM

While HECS won't help you if you want to go to QANTM, the National Bank might. For more information on getting financial assistance call the institute on 1300 136 933 or fire off an email to enquiries@qantmcollege.edu.au.

What they offer: certificates, diplomas and degrees in animation and programming.

Location: Brisbane.

Web: <http://www.qantm.com.au/>

you want answered. If an institute can't answer all of your questions or can't articulate why its offerings suit your needs, then maybe it'd be a good idea to look elsewhere.

Are you experienced

Whether you're qualified or not, you're going to need to get some hands-on experience. As mentioned earlier, some of the courses will give you a bit, but ideally you'll have more. After all, the idea is to stand out from the pack.

One way of getting experience is

a prize catch.

That being said, if you're an artist it doesn't really need to be good. All that matters is that it's suitably pretty. Don't expect a boring demo to land you a job as a designer, though.

Something else you should strive for is completion. While something that's almost done will still look pretty flash and still show that you're enthusiastic, something that's actually been finished - meaning it works and is free of bugs - will look bloody spectacular on your resume.

If you're new to the mod and indie scene, completing the project

Although plenty of people have developed mods and games by themselves, you're most likely going to want to put together a team. While you'll have to learn a lot of the lessons about teamwork the hard way, there are a few things you should keep in mind when you create one.

First of all, don't make it too big. You only really need one person beside yourselves to help flesh out an idea. Otherwise it's like a dozen chefs in the kitchen of your grandmother's tiny flat - even if their numbers include the likes of Gordon Ramsay and Anthony Bourdain, nothing will ever get done.

When it comes time to actually making the game, you'll want a maximum of five, maybe six people involved. And all of them must earn their keep. Everyone must contribute. Don't have - or be - a leader who's simply there because he or she has no useful talent.

Secondly, understand that people have commitments outside of the project. Even if they're really keen to begin with, they may eventually run out of steam. You will have a high turnover.

It's really important that you be careful when creating a team. Games development is hard enough without even more nonsense. If you're in a course, it shouldn't be that hard to find a group of likeminded friends who you know can work together and produce the goods on time and to the required standard. If you're not or can't find any suitable classmates, consider

to do a mod for an existing game. Another way is, you guessed it, to develop your own game from scratch. Both are very respectable and will prove that you are both dedicated and talented - which is exactly what your prospective employers are looking for.

As for the sort of thing you should create, it's really up to you. Developers aren't necessarily looking for complex games, but they do want to see fun ones. After all, games are supposed to be entertaining. If you can create something - even a simple puzzle game or platformer - that's engaging and enjoyable, you'll be

will be a task and a half in itself. We, Avril Lavigne and everyone in the indie scene we spoke to can't emphasise this enough: don't get complicated.

Alan Wilson from Tripwire Interactive, the team behind Red Orchestra, probably sums it up best. "It is pretty easy to create 'something,' but it is hard, long and tedious work to create something that people really think highly of. Don't underestimate the effort that will go into creating something worthwhile - and expect to take a lot of criticism from people who don't understand how much effort you've put in!"

Queensland University of Technology

Unlike a lot of the university-level offerings, QUT will let you do more than just programming. Definitely worth a look if you're interested in art or design.

What they offer: a degree that will teach you the basics of games development in the first year, and then let you be more specific in the second year.

Location: Brisbane.

Web: <http://www.newit.qut.edu.au/interactive/>

RMIT University

A number of the developers we spoke to said very good things about what RMIT has to offer. Unlike most of the universities, they offer both art and programming units.

What they offer: arts degrees

majoring in digital art, games graphics design and games graphics programming.

Location: Melbourne.

Web: <http://www.rmit.edu.au/ID%3D8lxoy1gzf2g61>

Southbank Institute

Southbank Institute has only recently started to teach games development, but don't let this dissuade you, as their classroom environments and projects simulate the real world. The diploma only goes for a year - whether that's a good thing or a bad thing is up to you.

What they offer: a diploma that covers animation, audio coding and design.

Location: South Brisbane.

Web: <http://www.southbank.tafe.net/course/DOM/CUF50701-4.htm>

University of Ballarat

Their degree offers a lot of freedom.

You have to do some basic C++ units, but after that you can focus on either art or programming. On-campus accommodation should lessen the pain of the location.

What they offer: degree in applied computing where you can choose to major in games technologies.

Location: Ballarat, oddly enough.

Web: http://www.ballarat.edu.au/ard/itms/courses/bappcomp_games.shtml

University of Otago

Sadly, this course won't run in 2007 as the lecturer will be overseas.

If you're still a couple of years from finishing school, though, that shouldn't matter. You'll need a strong background in programming.

What's on offer: computer science degree with a unit in game design.

Location: Dunedin.

Web: <http://cosc360.otago.ac.nz/index.php>

looking online. Some people will charge for their services, but the quality of the work they do might just give your game what it needs to be noticed.

You are no longer maggots

When it comes to actually looking for work, approach every single studio you know of. Even if they're not advertising positions. Tell them exactly what you have to offer their company.

If you're an artist, you'll need to show them a portfolio that demonstrates your talents. Don't think that your anime stuff will get you a job. It might be good, but you should have some more realistic work in there too. The idea is to show that you're capable of doing anything they ask you to do. Any 3D work should include all wire-frames, UV maps and so on. And, obviously, any mod or game you show off should have good graphics.

If you want to get into design, spend a lot of time looking at games with an analytical eye. Never label games as simply being 'good' or 'bad.' Rather, think about why they're like that and what could make them better.

Write some design documents, too. They don't need to be for complex, highly involved games - they just need to demonstrate that

you're capable of thinking through the various aspects of creating a game.

Don't waste words rambling on about storylines and character bios. You might be able to give Tolkien a run for his money when it comes to creating a world with a rich history, but that doesn't mean shit unless you're capable of explaining how characters would interact with the game environment and how everything works. And no, you don't need to actually make the games.

If you want to be a programmer, make sure that any mods and games you have on your resume are relatively bug free. Maybe do a demo on your own (well, you can have an

artist assist you), too, as with group efforts developers aren't able to tell who actually did all of the coding and who took credit for another team member's work. Ideally, any demo will run straight from the disc. Specific requirements - such as a certain version of Direct X - should be clearly marked on the case.

So that's it. If you were looking for a course guide or some step-by-step, Lego instruction book-style affair, you're probably very disappointed now... but that wasn't our intention with this article. We just wanted to give you some idea of what the developers are after. What you do with that information is up to you. <<



University of Tasmania

Only offers a single unit of games programming.

What's on offer: degrees in computing and science.

Location: Hobart and Launceston.

Web: http://www.utas.edu.au/handbook_archive/UTASHANDBOOKS/UNITS/UNITSK/KXA462.html

Victoria University

Actually run through the Victoria University TAFE. Centrally located, making it ideal for those reliant on public transport. Students can move on to the Bachelor of Arts (Interactive Media) after they complete the diploma.

What's on offer: a two-year diploma that covers art, design, programming and storytelling.

Web: http://multimedia.tafe.vu.edu.au/mmsite/games_development.htm

LINKS

Industry

Gamasutra: <http://www.gamasutra.com/>

GameDev: <http://www.gamedev.net/>

Game Developers Association of Australia: <http://www.gdaa.com.au/>

GamesIndustry.biz: <http://gamesindustry.biz/>

GameProducer: <http://www.gameproducer.net/>

Sumea Launchpad: <http://www.sumea.com.au/>

Indie development

Adelaide's Game Developer Community: <http://adelindie.org/>

Casual Gamers Association: <http://www.casualgamesassociation.org/>

GarageGames: <http://www.garagegames.com/>

IGDA Brisbane: <http://igda.org/brisbane>

IGDA Melbourne: <http://igda.org/melbourne>

IGDA Perth: <http://igda.org/perth>

Indie Gamer Forum: <http://forums.indiegamer.com/>

Mod development

ModDB: <http://www.moddb.com/>

UnrealWiki: <http://www.wiki.beyondunreal.com/wiki/>

Valve Developer Community: http://developer.valvesoftware.com/wiki/Main_Page

Other

3D Buzz: http://www.3dbuzz.com/vbforum/sv_home.php

WinWinWin

Win WIN MOTOROLA S805 BLUETOOTH DJ HEADPHONES!

»» Ever missed a call because you were bopping down the street listening to your iPod, oblivious to the ringing in your backback? Well that's the kind of situation these new Motorola headphones are designed to overcome. These Bluetooth enabled gems allow you to be wirelessly connected to your Bluetooth compatible handset, as well as your audio player - simultaneously. Simply mute the music when a call comes in and you'll automatically switch over to the phone, allowing you to talk via the noise-reducing, wind resistant embedded mic.

Thanks to our friends at Motorola, we have three pairs of S805s to give away. To be in the running, just answer this simple question:

What does the acronym "DJ" stand for?

Send your answer, with your name and address to: **Motorola Madness, Hyper, 78 Renwick St, Redfern, NSW, 2016**, or email your entry to hypercomps@next.com.au with the comp name in the subject line. One entry per person please.



Win DR WHO DVDS!

»» When we organised this comp Wilks practically had a Dr Who joygasm, ranting on about the releases being classic Tom Baker story arcs and how he wet the bed for years after seeing The Hand of Fear as a child. Okay, I made that last part up, but the point stands - this is classic Who. So whether you're a seasoned vet like Wilks or a noob who can't tell his Davros' from his Eldrads, his Sarah Jane Smiths from his K9s, these are more than worth checking out, and both releases come with a wealth of special features, including commentaries from Tom Baker and Elisabeth Sladen.

Thanks to our friends at BBC DVD, we have ten Dr Who DVD packs to give away, each containing two releases - The Sontaran Experiment and The Hand of Fear. To be in the running, just answer this vexing question in 50 words or less:

Who is the best Dr and why?

Send your answer, with your name and address to: **Who's on first?, Hyper, 78 Renwick St, Redfern, NSW, 2016**, or email your entry to hypercomps@next.com.au with the comp name in the subject line. One entry per person please.



Terms & Conditions: 1. Entry is open to residents of Australia and New Zealand except employees and immediate families of Next Publishing Pty Ltd and its agencies associated with the promotion. 2. Only entries completed with these terms and conditions will be eligible. 3. Competition begins 9am December 26, 2006 and entries close at 6pm February 21, 2007. 4. In determining eligibility the judge's decision is final and no correspondence will be entered into. 5. The winner will be drawn at 9am February 22, 2007 at Next Publishing Pty Ltd, 78 Renwick St, Redfern NSW 2016. 6. Prizes must be taken as offered and are not redeemable for cash. 7. The promoter is not responsible for misdirected or lost mail. 8. The winners names will be published in the April issue of Hyper on sale March 14. 9. 3 winners will each receive one set of Motorola S805 DJ headphones (RRP \$249.95). 10 winners will each receive one copy of Dr Who: The Hand of Fear on DVD (RRP \$34.95) and one copy of Dr Who: The Sontaran Experiment (RRP \$34.95). Total value of the competition is \$1448.85. The promoter is Next Publishing Pty Ltd ABN 88 002 647 645 of 78 Renwick St, Redfern NSW 2016.

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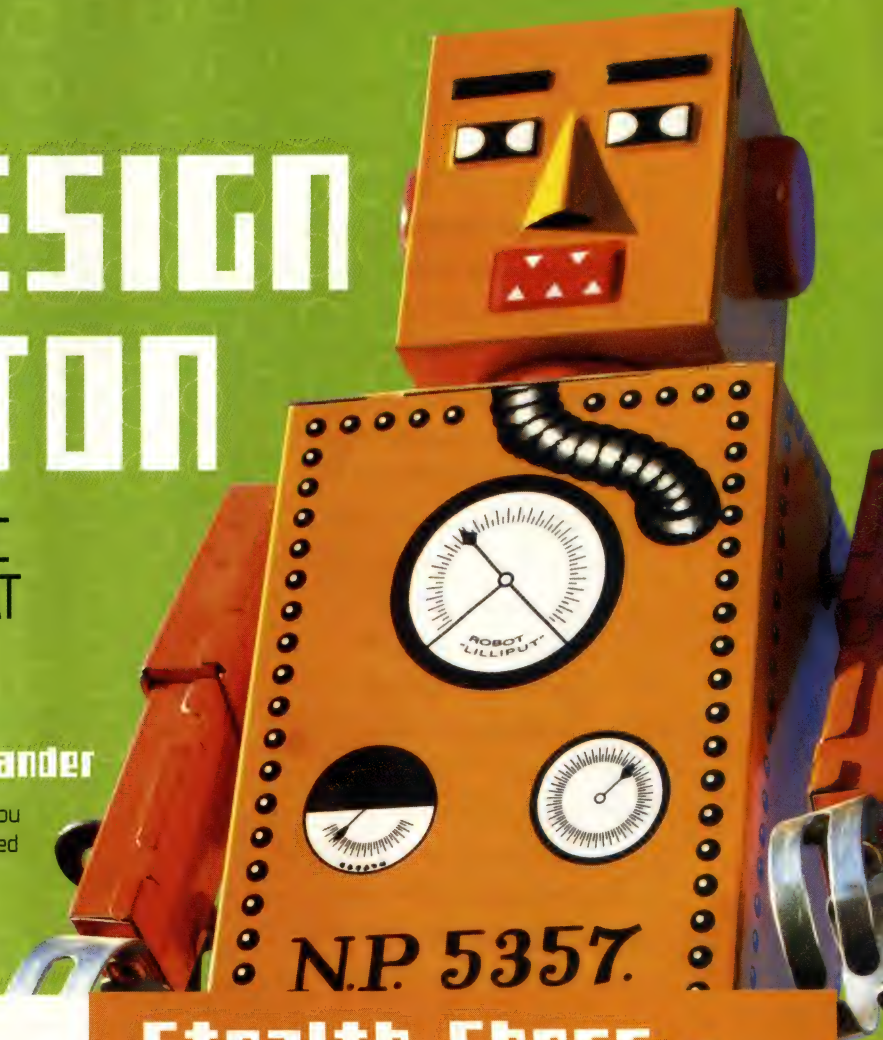


THE GAME DESIGN AUTOMATON

FUN WITH THAT RANDOM GAME
NAME GENERATOR THINGY THAT
IS ON THE INTERNETS

By Daniel Staines and Patrick Alexander

Using the very excellent Random Videogame Name Generator (which you can try yourself at www.norefuge.net/vgng/vgng.html), we've generated a bunch of absurd videogame names and then written fake press-releases for the ones we like best. Why? I dunno. Reasons. Anyway, here's how it turned out...



Stealth Chess - The Dark Project

LOS ANGELES, CA (September 16, 2006) — ATARI, Inc (Nasdaq: ATAR) today announced the development of **STEALTH CHESS — THE DARK PROJECT**; a gritty and exciting reinterpretation of the world's most beloved strategy game due for release on next-gen systems in April 2007.

Developed under the expert guidance of Grandmaster Gary Kasparov, **STEALTH CHESS — THE DARK PROJECT** is a third-person action-adventure with cutting-edge graphics and innovative stealth-strategy gameplay. In the role of Benjamin Bishop, the White Kingdom's deadliest undercover operative, players must use all the skills at their disposal to infiltrate the dreaded Black Tower and assassinate the evil dictator — Darius Cheq'Maayte. Features include:

FORTY deadly moves, including the bone-crunching BishopCi-to-Knight-F6 Necksnap, the spectacular Fianchetto-Castle Combo, and more than TWENTY wince-inducing groin punches.

SIXTEEN vicious enemy agents to destroy. Go hard against sexpot Payne and her Hot Pawn Possé, walk the plank with cyborg pirate Rook McHook, and overcome the devilish machinations of the sick and twisted

Knighmare Twins.

A spectacular cast of A-List actors, including Michael Madsen as the grim-yet-heroic Bishop, Tara Reid as the vile and sexy Black Queen, and Zach Braff as the comically clumsy White Knight.

"When you think about it, chess has always been about sneaking up behind guys and cutting their throats," says John Hight, executive producer, Atari. "With **STEALTH CHESS — THE DARK PROJECT**, we're bringing that out in a way that our core 18-25 year old male demographic will appreciate. This project will introduce the ancient game of kings to a whole new generation — and with Grandmaster Kasparov onboard, it's sure to please hardcore chess fans as well as newcomers."

"It seems that I just really like money," Grandmaster Gary Kasparov adds. "Offer me enough money and you can use my name on anything you want. Videogames, instant noodles, anal-beads — anything."

STEALTH CHESS — THE DARK PROJECT is scheduled for release in April 2007 on the PlayStation®3 computer entertainment system, the Xbox 360™ videogame system from Microsoft, and the Nintendo® Wii™.



Hitler's Jetpack Kombat

HOMEWOOD, ALABAMA (December 5, 2006) — Knights of the Aryan Cross® Inc. is proud to announce the development of **HITLER'S JETPACK KOMBAT** — a new action-packed shooter made for Nintendo® DS™ by Treasure Co. Ltd.

Set two years after the conclusion of World War II, **HITLER'S JETPACK KOMBAT** sees a reincarnated and robotically enhanced Adolf Hitler take to the skies to exact revenge on the Zionist conspirators responsible for the catastrophic downfall of Nazi Germany. Stocked-up with experimental weapons taken from secret underground labs, Hitler must *macht schnell* through TEN stages of flying Führer fun — destroying enemies of the Reich while collecting

special Swastika tokens that can be redeemed for incredible Nazi powers.

"We're really very proud to be involved in the making of **HITLER'S JETPACK KOMBAT**," states Knights of the Aryan Cross® founder and CEO, Cornelius Göring. "I think gamers — white gamers, I mean — are tired of playing the decadent filth peddled by the liberal Jew lesbians in charge of most major game publishers. So, in partnership with the wily Japs at Treasure, we're creating a game that any self-respecting Aryan man will be proud to play. It's like *Mein Kampf* for your Nintendo® DS™."

HITLER'S JETPACK KOMBAT is scheduled for release in December 2007 on the Nintendo® DS™ videogame system.

"HITLER"
ORIGINAL
CHARACTER



Virtual Hobo

BURBANK, CA (Smarch 43, 2006) — Buena Vista Games Inc. (BVG), the interactive entertainment arm of the Walt Disney Company (NYSE: DIS), today announced that it will publish **VIRTUAL HOBO** — an exciting lifestyle simulation game being developed for PC by Boston-based Outrageous Profanity Studios.

VIRTUAL HOBO puts players in the urine-soaked boots of an ambitious vagrant struggling to reach the top of the hobo hierarchy. Players can either create their own custom hobo from a wide variety of authentic

pre-fabricated parts, or simply select from one of many ready-made virtual vagabonds, all of whom come with a unique physical deformity and mysterious burlap sack. Once in the game, players must live the life of their hobo, performing fun activities such as searching garbage bins for sustenance, begging strangers for spare change and cigarettes, and screaming profane tirades at inanimate objects.

"We're thrilled that Buena Vista Games has decided to work with us in publishing **VIRTUAL HOBO**,"

says Horatio Cockpunch, Marketing Director of Outrageous Profanity Studios. "We feel that videogames are all about escapism — about doing the things you could never do in reality. Have you ever thought about smearing yourself with faeces and rolling around in the middle of a busy freeway? Of course you have! And with **VIRTUAL HOBO**, you can do exactly that — but without any of the negative repercussions. It really is the ultimate escape!"

VIRTUAL HOBO is scheduled for release in September 2007 on PC.



Distinguished Octopus Summoner

SEOUL, KOREA (December 14, 2006) — Glorious Rocket Games, Inc. (GRG GAME), industry leader in fun entertainment and related services, today announce making of new massive-multiplay online game (MMORPG) called **DISTINGUISHED OCTOPUS SUMMONER**.

To play **DISTINGUISHED OCTOPUS SUMMONER** game is to be small boy with magic power of summon **DISTINGUISHED OCTOPUS**. Everybody plays in internet and a struggle for most **DISTINGUISHED OCTOPUS** can result. With excellent graphics and attractive faces, players put clothes and items on **DISTINGUISHED OCTOPUS** and then devour lovely girls. But sometimes girls are clever and hide, so player must be wise and use correct monocle! Sixty levels in progress promise many

hours of pleasure for **DISTINGUISHED OCTOPUS SUMMONER**.

Some features will be:

- Many monocles for **DISTINGUISHED OCTOPUS**. Magic monocles to see most attractive girls! Some are lasers!
- **TOP-HAT RENDERING SYSTEM™** enforces beauty in all places. Lovely girls with wobbling chest meats excite desire and make the gamer sweat!
- Unique **STICKY TENTACLE CONTROL SCHEME™**
- Many coloured **DISTINGUISHED OCTOPUS** for player pleasure. It is possible for own creations!
- Cigars!

DISTINGUISHED OCTOPUS SUMMONER

is made for computer with an internet. For more information and personal talking, please contact God Rocket Games using your telephone for details.



AND SOME OTHER THINGS

Here are the names that we didn't have the space/inclination to expand upon with a fake press release. We're including them here just because.

- Apathetic Office Warrior
- Jacki Chan's Chainsaw Safari
- Drunken Teenage DX
- Third-World Burger Lord
- Kirby's Sex Crime Scene Investigation
- Tom Clancy's Golf DS





BEN
AFFLECK

ANDY
GARCIA

ALICIA
KEYS

RAY
LIOTTA

JEREMY
PIVEN

RYAN
REYNOLDS

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www.smokinacesmovie.net
www.workingtitlefilms.com

**THE HIT GOES DOWN
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So... cold. So... pretty

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THE HYPER SCORING SYSTEM - What's it all about?

0-49

These games are so sucky it's actually kind of scary... eeshk!

50-59

Coulda shoulda woulda - no excuses for such crapulence...

60-69

Despite meaning well, these games have a bit of whiff about them...

70-79

Well I'll be! These darn tootin' titles ain't so bad after all. Yeee-haaa!

80-89

You'd have to be a grade A sucker not to play these tasty creations

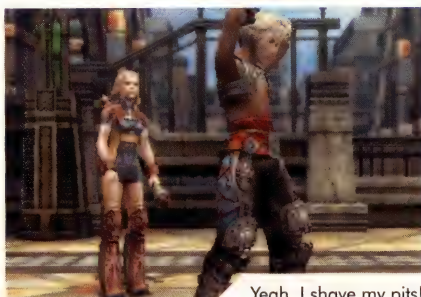
90+

Play them, devour them, love them, marry them. One step too far?

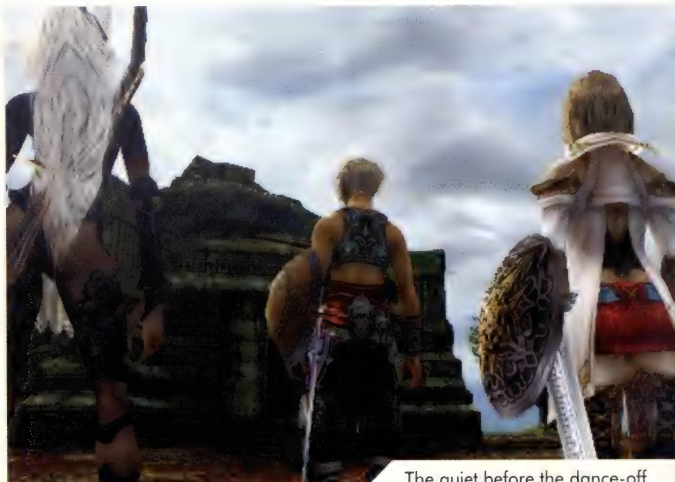




FFXII is also coming to DS in the form of FFXII: Revenant Wings – an FFX-2 spin off starring Vaan and Penelo as free-wheeling sky-pirates. Should be out in Japan later this year.



Yeah, I shave my pits!



The quiet before the dance-off

Final Fantasy XII

Is **DANIEL STAINES** emo enough for this game?

Final Fantasy XII is about as important as a videogame gets. For starters, it's an attempt by one of the world's largest developers to reinvigorate and perhaps even reinvent their most popular franchise. It innovates – and the extent to which its innovation is profitable will play a defining role in the future of the genre to which it belongs. FFXII could very well be the template upon which Japanese RPGs are based from now on. And you know, that's fine by me. Because guess what? This game is goddamn incredible.

CHOP! CHOP! CHOP!

It sounds sort of strange, but one of the nicest things I think you can say about FFXII is that it doesn't repeat the mistakes of its predecessors. Longstanding conventions of the series (conventions that ultimately drove me away from it) have been amputated and cast aside like gangrenous limbs on an otherwise

healthy body. Chop! Goodbye random encounters. Chop! Bye-bye self-contained battle screens. Chop! Aufwiedersehen annoying mini-games. The impact these changes have on the established formula is dramatic – so dramatic that it sometimes feels as though FFXII isn't really a Final Fantasy game at all. The setting and characters are still very traditional, but the story, mechanics, even the music all feel... I dunno... more Western? Western done Japanese-style? Anyway, it feels different. Different in a good way.

Getting rid of random encounters, for example, definitely makes for a positive change. You've probably heard this before, but it bears repeating – random encounters are stupid. STUPID. They're such a ridiculous relic of game design that I'm genuinely shocked that some developers still view them as a valid game mechanic. The fact is that they discourage exploration,

rupture immersion and ruin the flow of any game in which they're used. Thank God they're gone. Now please don't ever bring them back.

Not that this new battle system – random encounter free as it is – doesn't have its own flaws. But even then, it's still a hundred times better than the alternative. Anyone familiar with FFXI or games like KOTOR will have a pretty good idea of how it works. Basically, you fight monsters where you see them, in pseudo real-time, with no transition from exploration to battle. No more tripping invisible triggers and other such nonsense. The bad guys are right there, prowling



around right in front you, their presence imbuing the gameworld with a vitality that stands in stark contrast to the largely lifeless locales of previous Final Fantasy

IN THE HUNT Early on in the game, you're given the opportunity to join a clan of hunters and start earning cash (and other goodies) by helping people take care of their various monster problems. It's a neat and challenging diversion from the main game that recalls fond memories of Final Fantasy Tactics Advance. But be warned: some of the monsters you hunt can be very difficult to find – so much so that you can spend upwards of a few hours just looking for the damn things. And then you've still gotta kill 'em!



Elizabethan candy ravers



Death to furies!



FFXII could very well be the template upon which Japanese RPGs are based from now on



games. And the best thing is that a lot of the time you can simply walk right by a monster without having to initiate a fight at all. FFXII lets you control the frequency of combat and in so doing makes it something to enjoy — not endure.

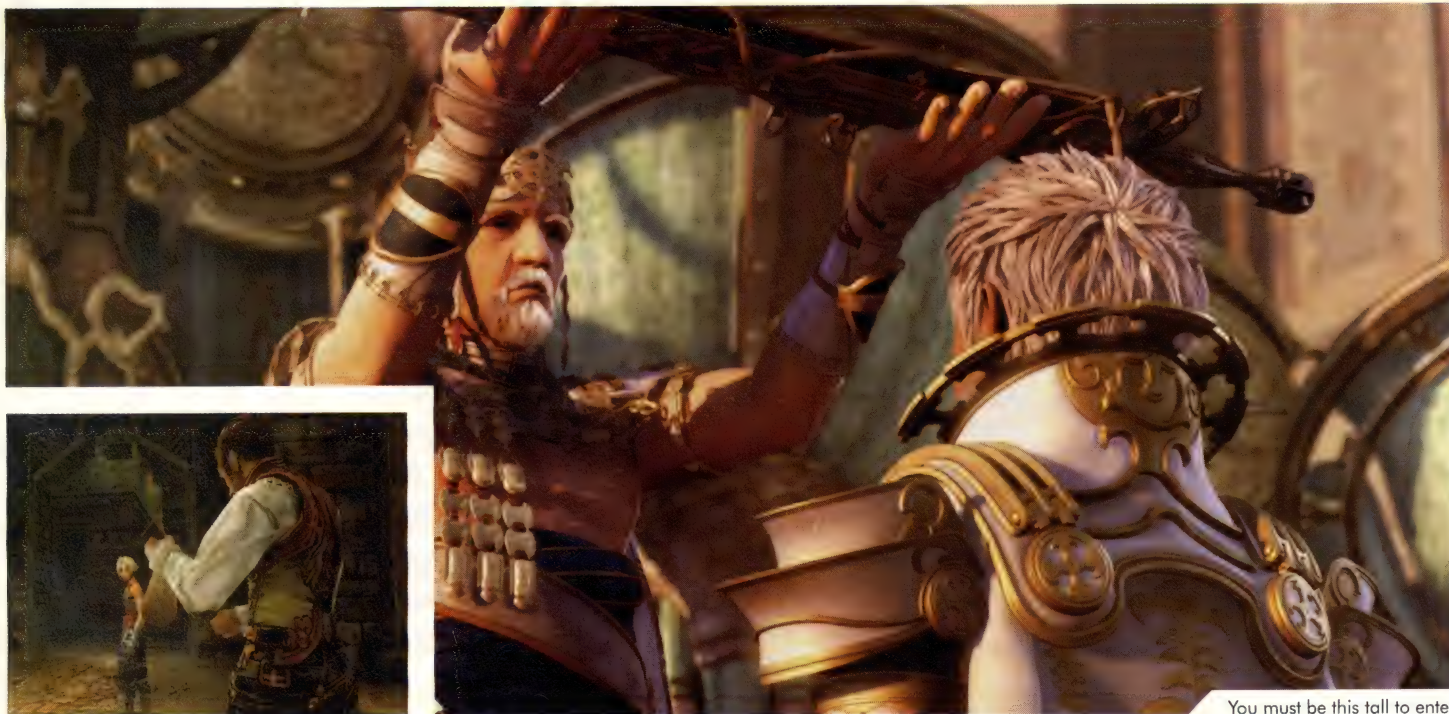
And the same goes for the rest of the game, where it seems that everything has been designed from the ground-up to cause as little irritation as possible. For example, instead of making you walk back and forth between major destinations, teleport-crystals are provided for instant transportation. And if you get sick of walking around the big cities, just catch a cab or tell a Moogles to zap you over to where you want to go. Your map always contains information on where you're supposed to be and what you're supposed to do. There are even markers that alert you whenever there's something interactive on-screen — no more randomly pressing the X button! Are

these groundbreaking innovations? Of course not. But combined they make for an experience that is consistently pleasant and completely free of the frustrations so common to this genre. (I don't think I've gritted my teeth once while playing FFXII. I had to get root canal after playing FFXVII. True story.)

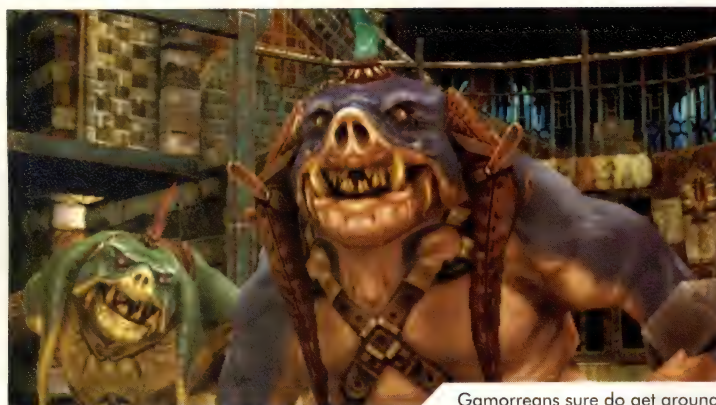
SHOW US YA GAMBITS!

I guess what I'm trying to say here is that FFXII is simply less of a chore than its predecessors. Look at combat. We've already discussed the immense positive impact that removing random encounters has had, but what we haven't talked about is the Gambit system. Gambits are simple conditional orders that you assign to each of your party members to determine their behaviour in combat. When you equip a character with a set of Gambits, you are effectively telling them WHAT they should do, WHO





You must be this tall to enter



Gamorreans sure do get around



Rico Suave is only here for the ladies

they should do it to, and WHEN they should do it. For example, a simple list of Gambits for a healer might go something like: "If an ally is injured, then cast Cure; otherwise, if an ally is KO-ed, then use Phoenix Down; otherwise, if an enemy is visible, then attack; otherwise..." and so on and so forth. The idea is to set up your Gambits in such a way that they combine to form reliable routines that reflect the roles you want your characters to play.

By automating common commands, Gambits eliminate the banality of battle and shift the focus away from micromanagement over to general strategy. Some critics have argued that this reduces combat to a meaningless spectator sport, but I don't see how reducing the need to press X all the time makes fighting any less meaningful than before. You still have to tell your party what to do — but now you only have to tell them once. And at any rate, it's not like you can't just turn off the Gambits for each character and issue commands the old fashioned way. You can even mix it up by having some party-members running on Gambits and the rest under your direct control.

Ultimately, the extent to which you use Gambits is entirely up to you, and that's one of the main reasons the system works so well.

But there is a one small (and somewhat strange) problem — Gambits are collectibles. What I mean by that is that, like every other item in the game, Gambits have to be bought from specialised merchants or found in treasure chests. And I can't for the life of me figure out why. For the purpose of balance, it obviously makes sense to limit the availability of weapons, armour, and magic... but Gambits? Why Gambits? Why on Earth should we have to play the game for thirty hours before merchants start selling a simple "revive ally" command? The whole point of Gambits is to make combat less arduous, so making it laborious to get them is clearly counter-productive. They might as well have made menu-commands collectibles as well.

GETTING YOUR LICENSE

Speaking of unnecessary complications, let's discuss the License system. A License is an ability or bonus that you purchase with License Points, which are acquired

along with experience whenever you kill an enemy. Pretty much everything a character can do in FFXII has a corresponding License: equipping weapons, wearing armour, using magic, getting stat-boosts, and casting summons all require Licenses. Which is fine — that part makes perfect sense. The part that doesn't make so much sense, the unnecessary complication alluded to before, is the way in which you actually acquire individual Licenses.

You remember the Sphere Grid in FFX? It's a lot like that: each character has a big misshapen chess-board thingy (called a License Board) with numbered squares corresponding to all the Licenses you can acquire. At the beginning of the game, only a few Licenses are available and the rest of the board is blanked out. Obtaining a License unlocks all adjacent Licenses, which (provided you have the License Points) can then be obtained as well. So: acquiring Licenses unlocks more Licenses which in turn unlocks even more Licenses and so and so on until the whole License Board is unlocked. Okay? Okay.

So now that you know how the system works, lemme tell you what's

wrong with it: It makes obtaining Licenses too much of a gamble. Because of the way the board is laid out, it is often the case that you simply don't know how to unlock the Licenses you want. Different levels of the same type of License (like Ninja Swords 1 and Ninja Swords 2) can sometimes be separated by several squares, and so developing a character's strengths often involves obtaining a crapload of useless Licenses just to find a single useful one. In this way, the License Board complicates what ought to be an entirely straightforward process. It obfuscates the information you need to make the right choice when spending License Points. And why? To what benefit? I don't know. The whole thing seems utterly superfluous.

BALTHIER > YOU

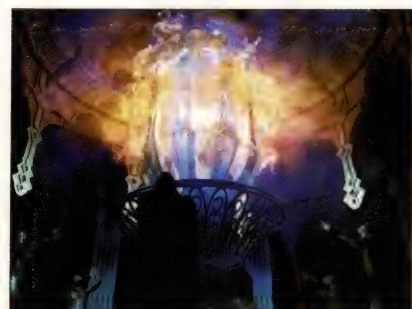
Anyway, that's enough about game mechanics for now. We all know the main reason most people play a Final Fantasy game is for the story and characters, and in this regard FFXII succeeds admirably. It's difficult to give much detail about the narrative without dropping a bunch of spoilers, but what I can



You no think me pretty?



...and every Sunday, there shall be free pancakes by royal decree...



say is that it takes longstanding genre clichés — such as the old orphaned-hero-facing-off-against-an-evil-empire bit — and weaves them into a nuanced tale of political intrigue and personal sacrifice that (unlike its predecessors) never once bogs itself down with unnecessary detail or finger-waving moralising. It's deliberately unobtrusive and pleasantly concise, eschewing complicated plot-twists and absurd deus ex machinas in favour of good old fashioned character development.

Fans of charming rogues take note: sky-pirate Balthier is the charmingest charmer that ever charmed his way out of Charmtown's prestigious Charm University. He's an obvious archetype skillfully implemented — well-written and eminently charismatic. The rest of the cast aren't quite as awesome, but they're all pleasant enough in their own familiar ways. And it certainly helps that they're all voiced by skilled and enthusiastic actors. Even emo protagonist Vaan is portrayed with enough charisma to be likeable. You'll still want to smash his face in with a brick sometimes, but since he's the main character in a Final Fantasy

game, that's pretty much a given. (At least he isn't as annoying as Tidus.)

So there's the story and characters dealt with — now onto the setting. Similar in many ways to its namesake from Final Fantasy Tactics Advance, Ivalice is a unique and vibrant world alive with diversity. Populated by a variety of distinct races (most of which appear in FFTA) and peppered with numerous assorted cultures and institutions, it bubbles with an exotic cosmopolitan vivacity that makes it an absolute pleasure to explore. Plus it looks VERY pretty. And I don't mean pretty for a PS2 game — I mean it's genuinely gorgeous. Square-Enix has compensated for the PS2's obvious technical limitations perfectly, masking the game engine's imperfections with unanimously stylish art direction and design. I don't know if you could call it the best looking RPG out there, but it's easily the best looking Final Fantasy. Not that you wouldn't expect it to be, but still... it's surprising how great this game looks sometimes.

Too bad the same can't be said for how it sounds. For while Hitoshi Sakimoto's score is competent and

unobtrusive, it lacks the catchy panache and emotional resonance of Uematsu's work. You can hear the music, you know it's there, but it rarely catches your attention or adds to the atmosphere. There are of course a few standout tracks — the sombre piano played in Paramina Rift comes to mind — but they're surrounded by unremarkable interpretations of tired fantasy game clichés. It isn't bad per se; it's just flat. Uninspired.

But that's the only area in which FFXII fails to live up to its predecessors. In every other respect — combat, narrative, characters, voice-acting, setting, and presentation — it is the pinnacle of the series. I've been playing it for over seventy hours now and it STILL continues to impress almost every time I turn it on. This is the best Final Fantasy game ever made and the ultimate crowning achievement for the PS2.

What was that phrase I used at the start of this review? Goddamn incredible? Yeah, well that's exactly what FFXII is: goddamn incredible. <<

AVAILABLE ON:

360 / PS3 / Wii / PC / PS2 / Xbox / GCN

DETAILS:

CATEGORY: RPG

PLAYERS: 1

DEVELOPER: Square-Enix

PUBLISHER: Square-Enix

PRICE: \$99.95

RATING: M

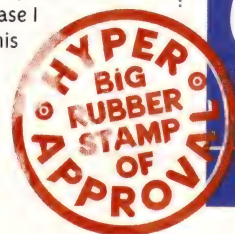
AVAILABLE: February

HYPER VERDICT:

PLUS: Brilliant gameplay, story, characters, setting and presentation.

MINUS: Collectible Gambits and the License board are silly.

VISUALS	SOUND	GAMEPLAY
95	91	97
OVERALL		
96		
Goddamn incredible.		





That's a serious cockroach problem!



When Ant-Rid just isn't strong enough



Lost Planet: Extreme Condition

DANIEL WILKS refuses to revive the Baygon jokes

Take one snow-covered planet with an average temperature of fatally cold, an insectoid race straight out of *Starship Troopers*, a high tech conspiracy, some heroic snow pirates and an amnesiac hero and you have the makings of one of the most frustratingly brilliant shooters on the Xbox 360 to be released so far. After his father's death at the hands of the terrifying giant Akrid "Green Eye", Wayne, rendered partially amnesiac by the ordeal must fight against the Akrid and a shadowy but very well armed organisation called NEVEC to discover the truth about his past, his father's death and the fate of the planet. What this means is multiple vast arctic levels, numerous bugs, snow pirate and Vital Suits, and enough big guns to do away with them.

DOES ANYONE HERE NOT HAVE AMNESIA?

Throughout the single player game players take the role of Wayne,

yet another unfortunately named badass capable of taking out an army almost single handedly. The levels vary from massive open spaces inhabited by Akrid through to narrow indoor areas held by snow pirates or NEVEC guards but all feature the same relentless drive forward as you try to make the final objective, whether it be a cutscene or a boss battle, as you fight against not only the enemy but the overwhelming cold.

Aside from regular weapons, Wayne also has the ability to pilot Vital Suits, powerful mechanised suits of armour bearing powerful shoulder mounted weapons. The Vital Suits fall into two rough categories, mecha and transformers; the former lumber around but have some type of special movement skill such as double jumps, brief flight or Gundam style rocket "skating" while the latter can transform into a secondary vehicle such as fast moving snowmobiles

or powerful tanks. Although the Vital Suits are fun to play around with and look fantastic they essentially just come across as a BFG rather than a true gameplay mechanic in their own right.

There are two game mechanics central to *Lost Planet* that elevate the title above typical run and gun fare; the grapple and thermal energy. The grapple, as the name hints is a grapple, indispensable for accessing high areas, traversing gaps and saving Wayne's butt hundreds of times throughout the course of gameplay. A good deal of the level design is based around leaping, or grappling as the case may be. A fine example of this level design comes early in the game with a level that sees Wayne grappling his way up a cliff while trying to avoid a giant moth-like Akrid that flies by at regular intervals and drops exploding egg sacks. It's tense but accessible, requiring something of a trial



[up] Semi-Mobile Suit Gundam

and error approach, but it is the errors that truly show the greatness of the grapple; it automatically deploys if you fall off an edge that is grappleable (grapplicable, supergrappleastic). It's such a simple little mechanic but so good it deserves a medal. An automatically deploying grapple allows players to use trial and error to find paths; instead of being turned into a fine red mist if you fail and being forced back to the beginning you can try again from the position you fell. Unfortunately the grapple also leads to its fair share of hair pulling moments. There are many tempting rocks, rooftops and overpasses that allow you to grapple on to them but then kick

SNOW PATROL Lost

Planet: Extreme Condition features multiplayer for up to 16 players. Four game modes are available including Elimination and Team Elimination (deathmatch and team deathmatch respectively) but the other two are far more interesting. Post Grab uses a mechanic somewhat similar to the Battlefield series and sees two rival teams fighting to capture and hold mechanical posts dotted across the maps. Fox Hunt is potentially the most interesting and sees a single "fox" player being hunted by the remaining players. All of the multiplayer modes are spiced up with Vital Suits and the addition of the grapple adds a fantastic strategic element as players vie for high ground or those special, all but inaccessible weapons.



Did anyone else watch Lexx?



Not Pictured: Bugs



>> The necessity of thermal energy and the way it keeps ticking down leads to wonderfully tense moments... <<

you off with an invisible wall, often causing you to fall to your death.

SO VERY COOL

Thermal energy is the most frustratingly brilliant aspect of the game. In the freezing climate of the game, characters need heat to survive, heat harvested from generators, stores and more frequently from the bodies of dead Akrid, Vital Suits and Snow Pirates. Wayne's Thermal Energy meter is tied in with his life force, essentially making it a timer ticking down how long he has before becoming another corpsicle. Taking damage drains the Thermal Energy meter as the heat is used to heal wounds. The necessity of thermal energy and the insidious, unstoppable way it keeps ticking down leads to wonderfully tense gameplay moments and the player is forced into fights they don't really want just to suck up some sweet dead body warmth or conversely having to flee from

battle to try and find a source of heat to regenerate your health.

Thermal energy ties in directly with the design of the insectile Akrid, a species that is at once awe-inspiringly next-generation and relentlessly old school in design. The Akrid look amazing. There's no other way to say it. The concept artists, animators, texture artists and what have you have done a brilliant job bringing a truly alien race to life. The Akrid range in size and threat from the rather small and mildly annoying flying trilobite things through to massive and terrifying such as the huge snow worms (reminiscent of the sandworms from Dune). The first time a worm bursts from the snow is a definite brown trouser moment. No matter the size of the Akrid, from small and ignorable through to the massive screen-filling bosses, all of the Akrid bear one feature in common, glowing orange hard points. These hard points both serve to show where the



creature is vulnerable and where it stores its tasty, tasty warmth. Destroy a hard point and the thermal energy stored within will pool on the ground for you to collect, destroy them all and the Akrid will instantly freeze into an ugly chunk of bug ice that just begs to be shattered. Working out the patterns of the boss monsters and how to access their often tiny reservoirs of thermal energy is a blast.

Lost Planet comes achingly close to brilliance. The action is smooth and compelling, the creature design is sublime and the weapons pack a real punch. Unfortunately the vast majority of the levels require a real trial and error approach, leading to multiple deaths and restarts before you can work out the right route. Even with the frustrations you'll still be compelled to play on — if only to witness the majesty of the next boss. <<

AVAILABLE ON:

360 / PS3 / Wii / PC / PS2 / Xbox / GCN

DETAILS:

CATEGORY: Action

PLAYERS: 1-16

DEVELOPER: Capcom

PUBLISHER: Capcom

PRICE: \$119.95

RATING: M

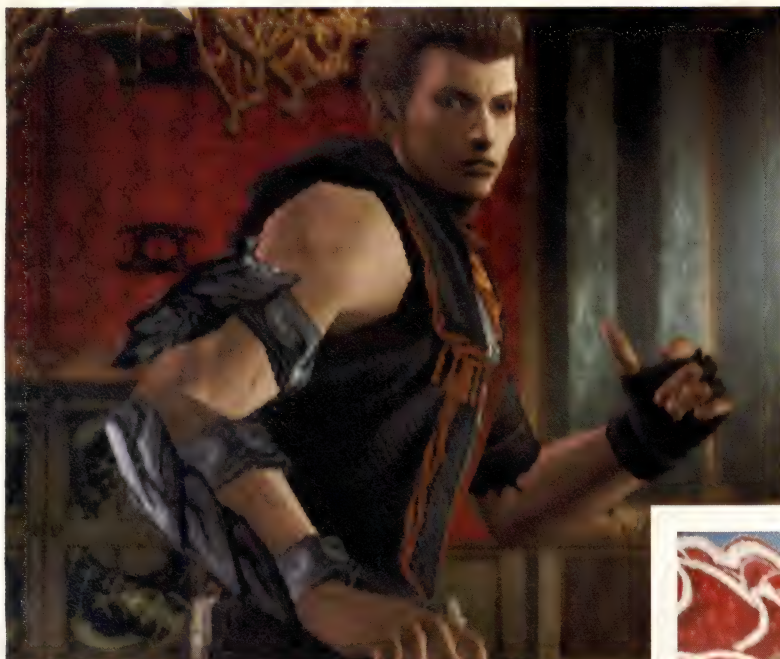
AVAILABLE: January 12

HYPER VERDICT:

PLUS: Brilliant monster design, old school boss battles, Grapplicious.

MINUS: Trial and error level design, invisible walls.

VISUALS	SOUND	GAMEPLAY
95	88	89
OVERALL		
88		
Achingly close to brilliance.		



How Not To Get A Second Date



Yes: they want you

God Hand

DANIEL STAINES hands it to Clover

Even though I love it to bits, I can understand why a lot of people might hate God Hand. It's deliberately esoteric and self-consciously absurd: a viciously clever pisstake that makes no apologies for the fact that some people... a lot of people... probably won't get the joke. But it definitely is a joke. And also more than a joke. It's both a merciless satire of beat-em-ups and one of the best examples of the genre to come out in recent memory. Plus it features an ape who dresses like a Mexican wrestler. Also, midgets. Can't go wrong with midgets. Especially when they're wearing Power Ranger costumes. Anyway, let's talk gameplay and stuff.

POW! ZOOM! STRAIGHT TO THE MOON!

So here's the setup: your name is Gene, you're a martial arts superchampion with a magical right arm, and you live in a

post-apocalyptic wasteland populated by punks and demons. And that's all the information you need. There's a story there if you want it — something about fiends from hell invading earth or whatever — but we don't need to talk about it. You know why? Because plots are for pussies. Seriously, there's an ape out there committing unspeakable crimes against good taste and you want to sit back and think about your motivation? Nuts to that. You get the hell out there and you punch that damn gorilla right in the balls. And don't even THINK about looking for a reason why.

What I'm trying to say here is that the fighting in God Hand is really good. So good that you don't need a proper narrative to justify it. The best way I can think of to describe it is like *Fist of the North Star* with less blood and more comedy. So,

instead of punching people so hard that their internal organs pop out of their eye-sockets, Gene will instead punch people so hard that they fly into outer space and disappear in a twinkle of light. Basically, it's the sort of slapstick violence that's still visceral enough to be gratifying. Kind of like those old Road Runner cartoons where Wile E.

Coyote would always get an anvil dropped on his head; you laugh when Gene repeatedly stomps some poor guy's face into the ground, but you also win a little bit too.

I should mention at this point that — even with all its deliberately silly ultra-violence — God Hand's combat system is still pretty damn deep. With a vast number of standard and



[01] Darren Wells' dream screenshot sequence!



[02] Batter Up!

DON'T BET ON PURPLE. HE SUCKS. To help pace the game and give you a way to earn money between levels, God Hand features a casino where you can play a variety of gambling-based mini-games — stuff like video poker and so on. This all seems pretty normal until you get about five-hours into the game, at which point the dog-racing track opens up... and you're given the opportunity to bet on Chihuahua races. So: brightly coloured rat-dogs racing each other for money. There's only one thing you can say to something like that — AWESOME.



Everything floats down here does it bitch?



God Hand wants you to experiment. We've seen videos of guys playing in ways we hadn't even thought of

special moves available, you are free to select which attacks will constitute Gene's repertoire and thus develop a unique style that suits your particular tastes. For example, since I'm a no-nonsense sort of guy when it comes to fighting games, I tend to use a lot of simple flurry attacks supported by powerful finishing kicks. It isn't pretty, but so what? It's fast and it gets the job done. Of course, showponies who go for extravagant drunken master attacks and Guile-style somersault kicks can still kick arse just as well (if not better) than a boring git like me — that's the beauty of the system. God Hand WANTS you to experiment. It WANTS you to develop your own playstyle. We've seen videos on Youtube of Japanese guys playing in ways we hadn't even thought of. It's crazy, and totally awesome at the same time.

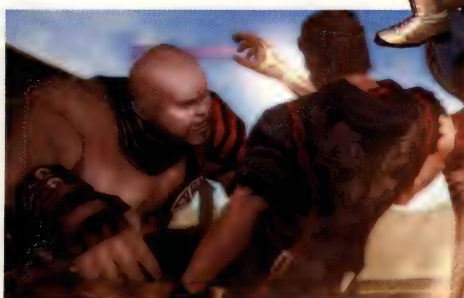
IMPRESSED WHISTLE

Looking at the screenshots accompanying this review, you

can see that God Hand isn't exactly the world's best looking beat-em-up. Environments are barren and lifeless, textures are uniformly unimaginative, and polygonal clipping is a recurring problem throughout the entire game. But somehow (and I'm going to sound like a blatant apologist here) in some weird way, God Hand's distinct ugliness just adds to its unique charm. It's dodgy and cheap in the same way that the aforementioned Fist of the North Star is dodgy and cheap — like a classic kung-fu movie filmed on a shoestring budget. Of course, I know a lot of you probably don't think that cheapo charm is an acceptable trade-off for crap graphics and that's fine. As was made clear in the intro, this isn't a game for everyone.

It is a game for me though. I love God Hand.

I think it's one of the most original and enjoyable fighting games to come out in ages. But there's no way I can recommend it wholesale — not when I know that the majority of gamers are probably going to hate it. So! To help you decide whether or not this is sort of thing you'd like, here's a question: just how much does the idea of punching an ape in the testicles appeal to you? If you answered with an emphatic "a lot!", then God Hand might just be the best game you buy this year. Otherwise... not so much. <<



AVAILABLE ON:

360 / PS3 / Wii / PC / PS2 / Xbox / GCN

DETAILS:

CATEGORY: Beat-em-up

PLAYERS: 1

DEVELOPER: Clover Studios

PUBLISHER: Capcom

PRICE: \$79.95

RATING: TBC

AVAILABLE: February 21

HYPER VERDICT:

PLUS: Hilarious, charming, deep and flexible fighting mechanics.

MINUS: Cheapo graphics, limited appeal, really hard sometimes.

VISUALS	SOUND	GAMEPLAY
75	88	88
OVERALL		
88		
A hilarious beat-em-up that sacrifices broad appeal for esoteric charm.		

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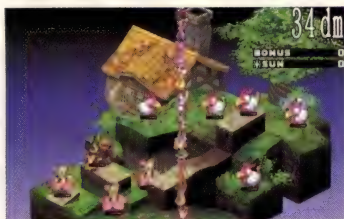
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ON SALE NOW



This is the greatest screenshot ever



Pretty butterflies. KILL IT!

Disgaea 2: Cursed Memories

DANIEL WILKS drops some science

Mass is constant, light has a finite speed, the Earth revolves around the Sun and Nippon Ichi know how to do turn based strategy. These are immutable facts of life. Disgaea 2, sequel to one of the greatest turn based strategy games of all time, delivers the goods as you would expect from the developers; players take the role of the sole surviving human in a demon filled realm whose sole goal is to confront and defeat the demon lord responsible for cursing his family and turning them into monsters. Of course there are a few unforeseen obstacles in the way – an attempted summoning kidnaps the demon lord's snooty daughter and binds her to our hero Adell, leading to "romantic" tension, back-stabbing and shonky dialogue. If all of that sounds a bit heavy you couldn't be further from the truth as Disgaea 2 has its tongue placed firmly in cheek from beginning to end with a silly story, amusing characters and some of the most deliciously wrong item descriptions ever to grace a game; one of the early

first weapons available to the main character has a description along the lines of, "Baby, why do you make me hit you?"

GRIDDY WITH EXCITEMENT

Gameplay is based around turn-based combat on grid maps. Players can recruit characters from a pool that grows with level and monsters defeated and field up to 10 of them in battle at any one time. Each character has a pool of attacks and abilities that grow with level, training and equipment, giving players a vast strategic pool to draw from. There's no two ways about it, Disgaea 2 is an enormous game and if you start be prepared to surrender your life to it for a good long time. Aside from the multitude of story levels, every item in the game can be entered as "Item Dungeons", randomly created dungeons of up to 30 levels, each populated with beasties, treasure and "specialists" that can be recruited to upgrade other items. Each level completed in an item dungeon increases the effective level (the effectiveness) of the item. Aside from

upgrading items, item dungeons are vital for leveling up characters to tackle boss battles and more difficult encounters that in turn give you better items to be leveled up. It's a horribly recursive trap that will steal every hour you have in a day. And the next day. And the next.

If there's any complaint to be leveled against Disgaea 2 it is the fact that it's not that much of a step past the first game; the only significant change being the fact that players can now stack characters on the one square for devastating chain attacks that get more and more powerful with each character stacked. Otherwise it's the same old mechanics; grid based turn based combat, petitioning the council for new items, characters and the like, leveling items in item dungeons and having a grand old time. Of course saying that Disgaea 2 is too much like Disgaea is like complaining that cars still have round wheels after all the many models and iterations they have gone through. You stick with what works and the mechanics of Disgaea work really, really well. <<

AVAILABLE ON:

360 / PS3 / Wii / PC / PS2 / Xbox / GCM

DETAILS:

CATEGORY: Strategy

PLAYERS: 1

DEVELOPER: Nippon Ichi

PUBLISHER: Koei

PRICE: \$79.95

RATING: M

AVAILABLE: Now

HYPER VERDICT:

PLUS: Incredible depth to strategy, huge, frequently hilarious.

MINUS: Will eat your life, some of the characters grate, overwhelming.

VISUALS	SOUND	GAMEPLAY
65	80	90
OVERALL		
89		
Kicks arse one square at a time.		

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Owwwww....



Dead or Alive Xtreme 2

Pay special note to the fact that Team Ninja has dropped the "Beach Volleyball" from the title. The omission could be due to the more fan service oriented nature of the second game (if such a thing were even possible) or it could be the fact that Team Ninja have realised that the gameplay of the beach volleyball and other mini-games is so non-existent it's not even worth a mention. We'd put our money on the latter.

"Gameplay", for want of a better word, revolves around picking one of the bikini clad DOA girls and spending a fortnight on the newly resurfaced Zack Island, playing games, lounging by the beach or pool and buying presents for the other girls to entice them to become your beach volleyball partner. This could work — a big, pretty, semi-dating sim with sports mini-games and a collect-em-up list of items to gather — but unfortunately Team Ninja seem to have excised anything remotely enjoyable from the first game and replaced it with space age physics that allow each undulating mound of chest jelly to move independently. Volleyball is a two button affair hampered by a terrible camera and retarded partner AI, Tug of War and Butt Battle are simply guessing games in which you have to do a move to counter your opponent, and the waterslide is fast, pretty and uncontrollable. The only mini-game that nearly works is the new jetski races, but these too are hampered by a shoddy camera and incredibly twitchy controls. Strangely, the only robust part of the game is the casino where you can try and increase your cash pool before bed every night. You can play poker, blackjack, roulette and slots to try and win big. This is also the only part of the game that doesn't have the

girls on display. Instead you have to listen to their horribly repetitive airhead comments over and over.

The whole thing comes across as so pointless and gratuitous in the end that you can't help but wonder if Itagaki and his Team Ninja cronies are playing some kind of epic post-modern joke on us — DOAX2 is not actually a game, the game is how much money they can make us pay for it.

DANIEL WILKS

AVAILABLE ON:

360 / PS3 / Wii / PC / PS2 / Xbox / GCN

DETAILS:

CATEGORY: Jiggle Physics Simulator

PLAYERS: 1-2

DEVELOPER: Team Ninja

PUBLISHER: Tecmo

PRICE: \$69.95

RATING: PG

AVAILABLE: Now

HYPER VERDICT:

➤ **PLUS:** Boing, looks great.

➤ **MINUS:** The game.

OGLE-FACTOR	ORAL	BOUNCE
92	70	38
TITILLATION		
36		
Shallow, vapid and pointless.		



Hand injury simulator!

Cooking Mama DS

Whee! Man, for a pastime that can be more complicated than a thesis on thermodynamics, Cooking Mama (CM) does two things really well: it makes cooking simple, and it makes it fun.

Really fun. Utilising the stylus and touch screen, you gesture your way through the preparation of over 70 food dishes. So you peel potatoes, chop carrots, clean-up cuts of meat, mix ingredients, cool food by blowing, stir-fry and even choose how you'll present your food. And it's almost perfectly accessible. Apart from the occasionally ambiguous instructions, those who don't know what to do when presented with a knife and some tomatoes should really stick with TV dinners.

When it all boils down to it (that's one!), Cooking Mama is essentially a collection of stylus-based cooking mini games and not much else. Cooking enthusiasts only get a broad overview of ingredients and methods used in the various dishes on offer, so anyone expecting some sort of real-world utility will be disappointed. Bugger — they didn't even bother with a simple recipe list to take down with you to the shops.

Plus, the other complaint with CM comes down to the nature of the mini games — they're just a bit too basic and short. Cooking in CM is very much an abstract art: sure, peeling and chopping and arranging convince but many mini games are rhythm action affairs and not much else. Each dish is designed to be played in a couple of minutes max, so you'll work your way through

the entire collection in no time.

There's no doubt about it: Cooking Mama is a charming, fun, and engaging title — for as long as it lasts. It's seriously lacking in the longevity department, and it's maybe a little too simplistic. If Majesco hits back with a more fleshed-out sequel (that's two!), we could have a real winner in our hands. Can't wait to see the Wii version!

MARCH STEPNIK

AVAILABLE ON:

PSP / DS / GBA

DETAILS:

CATEGORY: Cooking Action

PLAYERS: 1

DEVELOPER: Majesco

PUBLISHER: Red Ant

PRICE: \$69.95

RATING: G

AVAILABLE: Now

HYPER VERDICT:

➤ **PLUS:** Charming, great idea.

➤ **MINUS:** Pretty shallow at the end of the day.

VISUALS	SOUND	GAMEPLAY
80	73	70
OVERALL		
74		
It's no Iron Chef, but it's a start.		

Yoshi's Island DS

What were Nintendo thinking, entrusting Artoon – the team behind Blinx and the oh so average Yoshi's Universal Gravitation – with the sequel to arguably the greatest 2D platformer of all time? We don't know, but they must have kept them on a very tight leash, as Yoshi's Island DS is certainly a competent and entertaining game.

But really, is competent enough? Is retreading the design of the original – at the time a groundbreaking title – this many years later just a cop out? Or should we see it as a homage? A chance for fans of the original to get another dose, and for newcomers to see what all the fuss was about? It's a tricky one because Yoshi's Island DS is definitely one of the best platformers available for the system, but it doesn't really add a great deal to the original game, instead opting to play it safe – the exact opposite, in other words, of the spirit of the original.

But hey, there's no denying that the mechanics are still great – flutter jumping, butt stomping, frantically pursuing bubble-boy Mario after

you've taken a hit, and of course, converting enemies to eggs. We'll never get tired of that; there's something so cool about bringing up that egg aiming cursor, whether you're going to bounce it a off couple of walls to hit an out of reach secret, blaze away at a far flung question mark shimmering in the sky, or do something more pedestrian, like take out one of the bizarrely innocuous enemies. Speaking of which, what's with that whistling flower guy anyway? It strolls along as if it doesn't have a care in the world, when at any moment a would-be plumber riding a dinosaur could swoop down and callously bust an eggy cap in its ass, or worse, swallow it and use it as fodder for the conquest of its native land. But I digress. The point I'm trying to make is that as a platform game Yoshi's Island is expansive – beating a level is generally simplicity itself, but uncovering each level's fertile secrets and hoarding its collectables is where the true gameplay lies.

Spicing things up somewhat is the new ability to swap babies at stork

points during levels. Baby Mario can dash, baby Peach can float on updrafts, baby DK can climb vines and shoulder charge, baby Wario has a magnet to attract metal and baby Bowser can breath fire. This brings more puzzle elements into play and means you'll have to revisit some levels once you have the requisite abilities. It has also allowed Artoon to design much larger levels to make use of the dual screens – it's quite cool, for instance, to see Peach soaring up through a level, umbrella outstretched. Even so, with all the art assets and gameplay mechanics that have been



recycled, we can't help but think that this game lacks its own soul.

CAM SHEA

AVAILABLE ON:

PSP / DS / GBA

DETAILS:

CATEGORY: Platformer

PLAYERS: 1

DEVELOPER: Artoon

PUBLISHER: Nintendo

PRICE: \$69.95

RATING: G

AVAILABLE: Now

VISUALS	SOUND	GAMEPLAY
79	76	85
OVERALL		
83		

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ONLY AT THE MOVIES! FEBRUARY 15

Into the Labyrinth

When we were offered an interview opportunity with Guillermo del Toro we pondered for a while as to whether he would fit with the magazine; after all we do have a games focus. Looking at the Mexican director's filmography, however, convinced us he was a natural fit, having been responsible for such genre favourites as *Blade II* and *Hellboy* as well as the lesser known but superb Spanish language works *Cronos* and *The Devil's Backbone*. OK, sure, he's also responsible for *Mimic* but everyone has to pay the bills. After seeing his latest film, *Pan's Labyrinth*, a work that has been nearly universally praised, evaporated all of our doubts. The fact that it took about half an hour for Wilks' hands to stop shaking after seeing it didn't hurt our desire to speak to the writer/producer/director either.

Set in 1944 Spain, *Pan's Labyrinth* on its surface is the story of a little girl, Ofelia and her beautiful but fragile pregnant mother Carmen who have been removed from their city life and transported to a remote mill that serves as the headquarters and barracks for Carmen's new husband the pro Franco fascist Captain Vidal. As Vidal wages a guerrilla war against the "rebels" hiding in the woods he all but ignores (his only attention is malignant) his new family aside from his unborn son who he sees as his heir and legacy. Ofelia escapes the confines of the mill and Captain Vidal's gaze, finding a nearby garden labyrinth, home to Pan, who tells her that she is in fact the Earthly form of his world's princess and that to come home and assume her throne by the side of her real parents she must perform three dangerous tasks before time runs out.

Throughout the film fantasy and reality merge, clash, juxtapose and reinforce each other in turns creating one of the most spectacularly powerful movies to have been made in recent years.



Monster

The lead villain in Pan's Labyrinth, Captain Vidal, is without a doubt one of the most horrifying and intimidating movie monsters to have appeared on screen in quite a time. To call him a sadist would be to give him a recognisably human trait.

"That was the idea. The idea that has been present in my movies ever since Cronos is that actually the worst monsters are not the monsters of fantasy but the monsters of real life. Vidal I think is the most tragic example of that and the most current example of that because I think that we live in a world where we have lost any sense of what war really means. Right now war means a headline in a newspaper. A boring thing that goes on somewhere in the world but in reality we are all effected by it and there is a kind of person who articulates their view of the world through the destruction of others. Vidal is a particular brand of fascist that is incredibly disenfranchised humanly from the rest of the world. He's a fascist that's perhaps a little too Spanish, a little too Mediterranean. It's the kind of fascist I know very well as a third-worlder."

Making films in different countries

How does making a film in a different country – del Toro has made films in Mexico, Spain and America – influence the way it is made?

"It changes in the sense that when I do a movie like Pan's Labyrinth I regard whichever hypothetical audience is for it as extensions of myself. I am not aiming for a pleasing rhythm or a pleasing approach to things but a much more unique, personal and challenging approach to things. My current movie is a movie that challenges the more linear mind. There will be a certain percentage of people that will come in expecting Harry Potter and they will be f**ked up the arse. It's a movie that is going to f**k up people's expectations. That is one of the differences doing films essentially on my own as opposed to making movies in a studio system. I have the freedom to do these things."

DOUG JONES

Doug Jones, like Andy Serkis is one of those great actors that is hardly ever seen on screen, instead lending his incredible physicality to numerous creature roles such as Pan and The Pale Man in Pan's Labyrinth, one of the insects in Mimic, Abe Sapien in Hellboy and numerous other all but anonymous roles.

"I think that he has a gift that is not very common. Inhabiting these creatures requires true acting talent. Most people think it's a mime-like ability. It isn't. It's about finding the quirks, the emotions and the idiosyncrasies or creating them and it's a gift. Some people have it, some great actors have it, Sir Laurence Olivier was someone that was excellent in makeup. Ron Perlman is another very gifted actor in makeup. Doug is one of the best that ever lived. As a guy who loves creature movies I can tell you that he is truly one of the greatest actors to be able to create these creatures. He puts all his love and all his intelligence behind it. He has plenty of both."



ON VIOLENCE

The test audience for Pan's Labyrinth was rather shocked by the level of violence shown in the film.

"I thought the fact that I needed to show how fantasy is not so much an escape from the world as it is a way to articulate the world. A way to make sense of it. The violence of the world surrounding the girl needed to be reflected in the fantasy. The fantasy, like the world, is definitely not benign. Fantasy can be made sense of because the violence was perpetrated by monsters: If you watch the movie multiple times you will catch more and more of that nuance; how her fantasy actually reflect forces that are at work in the real world."



Creative control

Pan's Labyrinth has been a labour of love for del Toro to finally bring to the screen, the director having been developing the story for nearly 20 years.

"It was a nightmare to get the movie going but I thought that the only way to get it made the right way was to produce it, direct it and write it. Frankly it made the experience very painful but the results make it worth it. I really don't think if I had relinquished control on some of the things I had to do that the movie would have come out the same. It was difficult for all the wrong reasons. There was a lot of bureaucracy and a lot of politics going on in raising the money and finding the sources for it and then allowing the sources to be channelled between Mexico and Spain. That was incredibly baroque, incredibly Byzantine to deal with; work permits, cooperation agreements, creating structures bureaucratically. It was a nightmare and then shooting it was equally difficult because we were facing everything from forest fires to actors falling out of schedule to everything really. It was a very complicated shoot. It was a movie that was made for 13.5 million euros and I was trying to make it look like 50 million dollars."

Making Monsters

Pan's Labyrinth contains two of the most memorable fantasy creatures to appear in films to date, the otherworldly forest god Pan and the horrifying Pale Man, both of which have been invested with the same level of incredible physicality by Doug Jones. So how exactly do you go about making these creatures come to life?

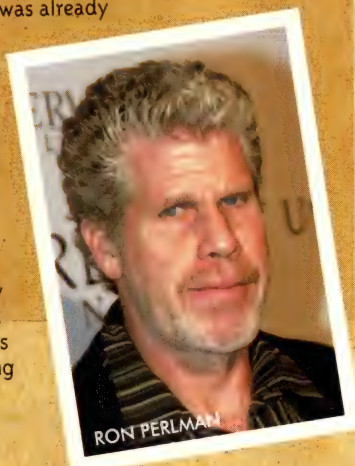
"The first thing is the look of the creatures. I talk to Doug in the broadest of forms about what the movement is; what style of movement he has but then he fabricates a lot of it. He took a lot of direction from me on the Pale Man because I was a lot more precise on the way he moved. With Pan I wrote the part hoping he would do it but not knowing if we could afford him. All I told him was that he needed to shake his body like a goat, especially when he was old and then as he became younger and younger

in the movie he needed to become a rockstar. I talked to him about Mick Jagger; that certain swagger and Glam Rock star strut. You see it in the movie. At the start he is really an old, old, feeble creature and as he approaches the end he becomes more and more the rock star."

RON PERLMAN!

He whose name shall only be spelt in capital letters has become something of a mainstay in Guillermo del Toro's films, so far having appeared in *Cronos*, *Blade II* and *Hellboy* as well as starring in his upcoming sequel to *Hellboy*.

"Even by the first time I worked with him I was already a fan. I was a huge fan of his Salvatore in *In the Name of the Rose* and I was a huge fan of his Neanderthal or primitive man he played in *Quest for Fire*. I truly thought that anyone who could play those two characters and play Vincent in *Beauty and the Beast* had such range. He could go from the base, almost innocent brutality to majestic elegance and power in the portrayal of Vincent. The second thing that joined us was that he has a very childlike enthusiasm for what he does and he loves food. He eats like a pig and that is always an important thing in me becoming fond of people. I believe that any person that does not enjoy food should not be talked to."



The Genre Trap

Throughout his career so far, Guillermo del Toro has made genre films, telling his stories, whether they be deeply personal or broadly entertaining through mediums such as horror and fantasy, inevitably leading him to be labelled, somewhat critically a "genre filmmaker".

"I think that both *Devil's Backbone* and *Pan's Labyrinth* are both parables about innocence and brutality. In the case of *Pan's Labyrinth* it's a battle about choice and disobedience being important. *Devil's Backbone* is about sticking together due to how incomplete and fragile we are. It's essentially the reverse of *Lord of the Flies*. *Flies* is about how a group is dissolved by their differences and *Devil's Backbone* is about how a group of broken kids get together and form the only complete character in the movie. I would love to continue making genre movies. I remember when I was about to do *Mimic* — which was unfortunately a really difficult experience — I remember James Cameron looked at me very concerned and he said to me, "If you follow *Cronos* with this you will be branded a genre filmmaker", and I said, "that's what I hope!" I really love the genre with all my heart and I think it is the most complete style as an artist that I could aspire to. You can tell any story you want to in a genre."

International flavour

So far del Toro has made films in three different countries, *Hellboy*, *Blade II* and *Mimic* in America, *Pan's Labyrinth* and *The Devil's Backbone* in Spain and *Cronos* in Mexico. Which does he prefer?

"I think there are different flavours. When we talk about film and food being sort of equal in my mind I think that you don't only want to eat caviar all your life — sometimes you want to go and have a huge burger with fries. I enjoy both the more pop, crazy pieces like *Hellboy* or *Blade*; they bring something different and I enjoy doing them. Those pieces are a lot of fun. *Pan's Labyrinth*, *Devil's Backbone* or *Cronos* are absolutely oxygen to me. There are absolutely necessary for me to exist as a person, forget about as an artist."

Hellboy: The Game

Before talking to Guillermo we had heard variously that the director is working with Krome studios on the upcoming *Hellboy* game for next generation consoles and conversely that he is doing no such thing. So which is it?

"I am working with them. Mike Mignola and I are working pretty much in conjunction. We have approved the designs, we have approved the storyline, we have influenced the storyline, we have given notes on the designs, we have given comments on the playability of the game. We have had several meetings to help them art direct the thing. So yeah, I think we are pretty much involved in the game. The last *Hellboy* game was a horrible thing."

Hellboy 2

"We're working on it. We're frankly still in the budgeting stages so it's a little too early to predict exactly when we're going to shoot but the aim is to start shooting in May for a 2008 release."

LOVECRAFT

Aside from *Hellboy II*, one of del Toro's most exciting projects is an adaptation of the H. P. Lovecraft story, *At the Mountains of Madness*.

"I've been working on it for the last three years. It's a definite labour of love. The first time I wrote a version of it was in 1993 so it has taken a while. We have actively been working on it for three years but personally I've been working on it for more than a decade. I think we may shoot it perhaps in Greenland and Canada."



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Complete Review Database

Welcome to the end product of one of the most epic undertakings in Hyper history. Wilks and I have slaved over a hot Excel document to bring you a complete list of every game Hyper has ever reviewed. Yes, over 3,700 scores await your eager eyeballs, from Aero the Acrobat to Zero Divide, covering all the major platforms of the last 13 odd years. Insanity, She Wrote! Enjoy!

Game Title	Platform	Issue No	Score	Advance Wars	GBA	97	92	Alien Olympics	PC	21	60	Aquanaut's Holiday, The	PSX	35	75
9	PC/Mac	39	86	Advance Wars 2: Black Hole Rising	GBA	118	93	Alien Resurrection	PSX	89	65	AquaNox	PC	101	80
1942	Gameboy	82	60	Advance Wars: Dual Strike	DS	145	91	Alien Soldier	Megadrive	19	50	Arc of Doom	PC	23	30
.Hack Part 1: Infection	PS2	127	77	Advanced Civilization	PC	28	55	Alien Trilogy	Saturn/ PSX/PC	31	92	Arc: Twilight of the Spirits	PS2	125	78
.Hack Part 2: Mutation	PS2	131	71	Adventures of Batman and Robin, The	Megadrive	22	80	Alien vs. Predator	SNES	3	71	Arcade's Greatest Hits: The Atari Collection 1	PSX	53	55
007: Agent Under Fire	PS2	100	60	Aegis: Guardian of the Fleet	PC	8	86	Aliens Vs Predator	PC	68	92	Arcade's Revenge: Spider-Man vs. X-Men	SNES/ Megadrive	1	62
007: Everything or Nothing	GBA	124	69	Aeon Flux	PS2/Xbox	149	71	Aliens Vs Predator 2	PC	100	85	Arcanum	PC	96	93
101st Airborne in Normandy	PC	63	83	Aero Fighter Assault	N64	60	70	Aliens Vs Predator 2: Primal Hunt	PC	109	62	Archon Ultra	PC	5	50
1080 Avalanche	GCN	126	77	Aero Gauge	N64	56	69	Aliens: A Comic Book Adventure	PC	29	60	Are You Afraid of the Dark? The Tale of Orpheo's Curse	PC	20	61
1080 Snowboarding	N64	57	90	Aero the Acrobat	SNES	3	74	Aliens: Thanatos Encounter	Gameboy	93	60	Area 51	PSX	42	77
11th Hour, The	PC	28	70	Aero the Acrobat 2	Megadrive	16	72	All New World of Lemmings	PC	15	85	Area 51	PS2/Xbox/ PC	141	78
1503 AD: The New World	PC	116	84	Aerowings	Dreamcast	76	74	All Star Baseball 2000	N64	69	92	ARL 96 Rugby League	PC	37	86
18 Wheeler: American Pro Trucker	DC	92	75	AFL '98	PC	51	84	All Star Baseball 2002	PS2	93	84	ARL Rugby League	Megadrive	25	87
1830: Railroads and Robber Barons	PC	21	68	AFL '99	PSX	70	59	All Star Baseball '99	N64	57	91	Armageddon's Blade	PC	75	75
187: Ride or Die	PS2/Xbox	145	48	AFL '99	PC	64	82	All Star Tennis 2000	PSX	84	68	Armed & Dangerous	Xbox	123	79
1942: The Pacific Air War	PC	10	88	AFL Finals Fever	PC	40	78	Allied General	PC	30	89	Armored Core	PSX	56	88
1944: Across the Rhine	PC	23	75	AFL Live 2003	Xbox	108	85	Alone in the Dark	PC	17	78	Armored Core 2	PS2	90	79
Insane	PC	87	89	AFL Live 2004	PS2	121	79	Alone in the Dark 2	PC	5	90	Armored Core 3	PS2	118	72
24: The Game	PS2	150	87	Afterlife	PC	36	85	Alone In The Dark: The New Nightmare	PSX	94	93	Armorines	N64	78	67
2Xtreme	PSX	42	50	Age of Empires	PC	50	93	Alpha Centauri	PC	67	93	Armoured Fist	PC	14	75
3D Lemmings	PC/PSX	23	83	Age of Empires 2	PC	74	90	Alpine Racer 3	PS2	112	58	Army Men	PC	59	73
3D Ultra Pinball	PC	27	75	Age of Empires 2: The Conquerors	PC	85	89	Al-Qadim: The Genie's Curse	PC	9	76	Army Men 2	PC	68	87
40 Winks	N64	73	74	Age of Empires III	PC	147	84	Alter Echo	Xbox	121	74	Army Men RTS	PC	105	70
4X4 Evo 2	Xbox	107	42	Age of Empires: The Age of Kings	DS	152	85	Altered Beast	PS2	139	48	Army Men: Green Rogue	PS2	92	30
4X4 Evolution	PS2	97	55	Age of Mythology	PC	111	90	Alundra	PSX	55	82	Army Men: Sarge's War	PS2/Xbox/ PC	131	54
5th Element	PSX	61	76	Age of Mythology: The Titans	PC	123	84	American NFL Football	SNES/ Megadrive	3	77	Art of Fighting	Megadrive	5	79
7th Guest, The	Mac	7	88	Age of Wonders	PC	77	77	America's Toughest 18	PC	63	76	Arx Fatalis	PC	112	83
7th Legion	PC	51	52	Age of Wonders 2	PC	107	85	Amok	Saturn	45	67	Ascendancy	PC	27	80
A Bug's Life	PSX	66	74	Aggressive Inline	PS2	106	88	Amok	PC	38	69	Asghan	PC	64	75
Aio Cuba!	PC	41	76	AH-64D Longbow	PC	34	92	Amped	Xbox	102	88	Asphalt Urban GT	N-Gage	136	82
Aaahh!!! Real Monsters	Megadrive	23	74	Aheron's Call 2: Fallen Kings	PC	116	84	Amped 2	Xbox	123	86	Assassin 2015	PC	39	81
Abuse	PC	33	79	Aidyn Chronicles	N64	93	60	Amped 3	Xbox 360	149	86	Assault	PSX	62	

Auto Destruct	PSX	53	76	Battle Tanx	N64	68	77	Bio Freaks	N64	58	74	Bloody Roar 3	PS2	95	80
Auto Modellista	PS2	111	76	Battleclash	SNES	8	50	Bioforge	PC	19	90	Bloody Roar: Primal Fury	GCN	104	79
Azure Dreams	PSX	57	83	Battlecorps	Mega CD	10	87	Biometal	SMES	6	71	Blue Stinger	Dreamcast	71	77
Azurik: Rise Of Perathia	Xbox	106	60	Battlefield 1942: Road to Rome	PC	115	65	Birthright	PC	49	68	Body Count	Megadrive	4	83
B Movie	PSX	64	84	Battlefield 1942: Secret Weapons of WWII	PC	121	73	Bishi Bashi Special	PSX	83	69	Body Harvest	N64	62	73
B.O.B.	SNES/Megadrive	1	65	Battlefield 2	PC	143	91	Black	PS2/Xbox	150	74	Boiling Point: Road to Hell	PC	143	83
Babe and Friends	Gameboy	81	70	Battlefield 2: Modern Combat	PS2/Xbox	146	92	Black & White	PC	92	93	Boktai: The Sun is In Your Hands	GBA	128	78
Bad Day on the Midway	PC/Mac	32	80	Battlefield 2142	PC	158	90	Black & White 2	PC	146	86	Bomberman 64	N64	52	83
Bad Mojo	PC	33	76	Battlefield Vietnam	PC	127	85	Black & White: Creature Isle	PC	103	73	Bomberman 64: The Second Attack	N64	83	55
Baku Baku Animal	Saturn	32	74	Battleground Ardennes	PC	31	82	Black and Bruised	PS2	119	88	Bomberman DS	DS	144	80
Baldur's Gate	PC	66	94	Battles in Time	PC	29	65	Black Dahlia	PC	56	92	Bomberman Generation	GCN	112	80
Baldur's Gate 2: Shadows Of Amn	PC	85	93	Battlespire	PC	62	47	Black Hawk Down: Team Sabre	PC	126	75	Bomberman Hero	N64	61	69
Baldur's Gate 2: Throne Of Bhaal	PC	96	91	Battlestar Galactica	PS2	126	68	Blackthorne	Mac	39	78	Bomberman Tournament	GBA	96	88
Baldur's Gate: Dark Alliance	Xbox	116	80	Battlestarx 2: Global Assault	N64	75	51	Blade Dancer: Lineage of Light	PSP	157	68	Bomberman: Act Zero	Xbox 360	158	32
Baldur's Gate: Dark Alliance	PS2	98	90	Battlestarx 2: Global Assault	N64	75	51	Blade Runner	PC	51	92	Bone: The Great Cow Race	PC	155	84
Baldur's Gate: Dark Alliance II	PS2/Xbox	127	79	Battlestarx 2: Global Assault	N64	75	51	Blade Force	3DO	27	61	Boogerman: A Pick and Flick Adventure	Megadrive	13	86
Baldur's Gate: Tales of the Sword Coast	PC	71	60	Battlestarx 2: Global Assault	N64	75	51	Blades of Vengeance	Megadrive	3	66	Boss Rally	PC	70	62
Ballblazer Champions	PSX	45	76	Battlestarx 2: Global Assault	N64	75	51	Blake Stone: Aliens of Gold	PC	6	73	Bouncer, The	PS2	94	48
Banjo Kazooie	N64	59	96	Battlestarx 2: Global Assault	N64	75	51	Blam! Machinehead	Saturn/PSX	39	48	Brahma Force: Assault on Beltlogger 9	PSX	54	78
Banjo Toole	N64	89	92	Battlestarx 2: Global Assault	N64	75	51	Blast Chamber	Saturn/PSX	39	40	Brain Dead 13	PC/Mac/PSX/3DO	30	10
Bard's Tale, The	PS2/Xbox/PC	133	83	Battlestarx 2: Global Assault	N64	75	51	Blast Corps	N64	46	85	Bram Stoker's Dracula	SNES/Megadrive	3	57
Barkley Shut Up and Jam	SNES	12	57	Battlestarx 2: Global Assault	N64	75	51	Blast Radius	PSX	58	82	Braveheart	PC	72	90
Barkley Shut Up and Jam	Megadrive	6	61	Battlestarx 2: Global Assault	N64	75	51	Blasto	PSX	59	82	Break Point	Saturn	41	20
Baseball	Game Boy	37	66	Battlestarx 2: Global Assault	N64	75	51	Blaze and Blade	PSX	70	72	Breakdown	Xbox	130	77
Baten Kaitos: Eternal Wings and the Lost Ocean	GCN	138	80	Battlestarx 2: Global Assault	N64	75	51	Blazing Angels: Squadrons of WWII	PC/Xbox	151	75	Breakneck	PC	71	72
Batman and Robin	PSX	58	58	Battlestarx 2: Global Assault	N64	75	51	Blazing Dragons	PSX	40	80	Breath of Fire	GBA	107	74
Batman Begins	Xbox	143	66	Battlestarx 2: Global Assault	N64	75	51	Blinx 2: Masters of Time and Space	Xbox	136	80	Breath of Fire 3	PSX	62	80
Batman Forever	SNES/Megadrive	25	70	Battlestarx 2: Global Assault	N64	75	51	Blinx: The Time Sweeper	Xbox	111	61	Breath of Fire IV	PSX	98	59
Batman Returns	Mega CD	1	86	Battlestarx 2: Global Assault	N64	75	51	Blood	PC	45	77	Breath of Fire: Dragon Quarter	PS2	121	84
Batman: Rise of Sin Tzu	PS2/Xbox/GCN	123	69	Battlestarx 2: Global Assault	N64	75	51	Blood & Magic	PC	41	56	Breed	PC	129	58
Batman: Vengeance	PS2	99	90	Battlestarx 2: Global Assault	N64	75	51	Blood 2: The Chosen	PC	64	76	Brett Hull Hockey	SNES	12	75
Battalion Wars	GCN	149	82	Battlestarx 2: Global Assault	N64	75	51	Blood Lines	PSX	64	77	Brian Lara's Cricket	Megadrive	20	86
Battle Arena Toshinden	PSX	18	92	Battlestarx 2: Global Assault	N64	75	51	Blood Net	PC	3	70	Bridge Olympiad	PC	11	70
Battle Arena Toshinden 2	PSX	32	90	Battlestarx 2: Global Assault	N64	75	51	Blood Omen 2	Xbox	104	75	Broken Sword	PC/PSX	37	70
Battle Arena Toshinden: Ultimate Revenge Attack	Saturn	42	47	Battlestarx 2: Global Assault	N64	75	51	Blood Omen: Legacy of Kain	PC	49	78	Broken Sword 2	PSX	50	79
Battle Cruiser 3000AD	PC	44	65	Battlestarx 2: Global Assault	N64	75	51	Blood Will Tell	PS2	138	77	Broken Sword 3: The Sleeping Dragon	PC	125	84
Battle Engine Aquila	PS2	113	79	Battlestarx 2: Global Assault	N64	75	51	BloodRayne	GCN	116	73	Broken Sword: The Shadow Of The Templar	GBA	105	82
Battle Isle 2: Shadow of the Emperor	PC	28	82	Battlestarx 2: Global Assault	N64	75	51	BloodRayne 2	PS2/Xbox/PC	140	72	Brothers in Arms: Road to Hill 30	PS2/Xbox/PC	139	87
Battle Isle II	PC	8	80	Battlestarx 2: Global Assault	N64	75	51	Bloodshot	Megadrive	12	80	Brunswick Circuit Pro Bowling	PC	63	60
Battle Realms	PC	100	86	Battlestarx 2: Global Assault	N64	75	51	Bloodwings: Pumpkinhead's Revenge	PC	23	25	Brutal: Paws of Fury	SNES/Megadrive	15	82
Battle Stations	PSX	44	70	Battlestarx 2: Global Assault	N64	75	51	Bloody Roar	PSX	53	86	Brute Force	Xbox	118	82
				Battlestarx 2: Global Assault	N64	75	51	Bloody Roar 2	PSX	70	60				

The Best Captions: Issues 50-100

In the spirit of the occasion, we figured it would be cool to take a look back at some of our favourite captions from the early years of Hyper. The original idea was to do the first 100 issues but since we only have tape backups of the first 50 or so issues, the scans just didn't come out well enough to make it worthwhile... too much squinting at screenshots that were incredibly blurry to begin with. So instead, we're going with the Toose/Fish golden years of issues 50-100.

In making our selections we tried to focus on good standalone gags, so although there were stacks of running jokes that were tested to their limits during this period – the endless string of “something cam” jokes in racing games, the bad tank and mech puns, the have at yous, the Hyper HQ gags, the multitude of tonking lines, a gaggle of Star Wars quotage, and a surprising number of fart lighting jokes, Colgate jokes and Baygon jokes, they're not really represented. If only we had more space!



Issue 56 - M1 Tank Platoon

Issue 57 - Hexen II Mission Pack

Buffalo Soldier



Commemorative dinner plates... collect all 10

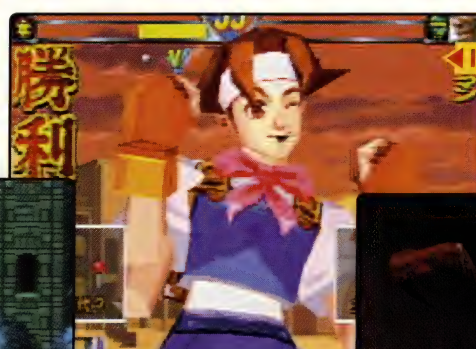
Bubba n Stix	Megadrive	9	86	Carmageddon 2	PC	63	82	Claymates	SNES	9	87	Constructor	PC	47	89
Bubsy 2	Megadrive	13	61	Carmageddon 64	N64	69	85	Cliffhanger	SNES/ Megadrive	3	64	Contra Advance: The Alien Wars EX	GBA	117	68
Buck Bumble	N64	61	82	Carmen Sandiego: The Secret of the Stolen Drums	PS2	125	53	Clive Barker's Undying	PC	91	86	Contra: Shattered Soldier	PS2	115	71
Bud Tucker	PC	34	70	Carriers at War II	PC	7	78	Clock Tower 3	PS2	116	67	Contract J.A.C.K	PC	124	70
Buffy The Vampire Slayer	Gameboy	86	60	CART Precision Racing	OC	51	80	Clockwork Knight	Saturn	19	80	Cool Boarders	PSX	40	78
Buffy The Vampire Slayer	Xbox	107	90	Carve	Xbox	126	68	Clockwork Knight 2	Saturn	25	65	Cool Boarders 2	PSX	53	70
Buffy: Chaos Bleeds	PS2/Xbox/ GCN	123	65	Castlevania	N64	67	80	Cloning Clyde	Xbox 360	156	84	Cool Boarders 3	PSX	62	86
Buffy: Wrath of the Darkhul King	GBA	120	52	Castlevania	PS2	124	84	Close Combat	PC	35	88	Cool Boarders 4	PSX	78	65
Bug	Saturn	24	70	Castlevania	GBA	95	89	Close Combat 2	PC/Mac	51	82	Cool Boarders Full Burrn	Dreamcast	74	78
Buggy	PC	60	44	Castlevania: Curse of Darkness	PS2/Xbox	148	80	Close Combat 3	PC	66	84	Cool Spot	SNES	2	82
Buggy	PC	64	74	Castlevania: Dawn of Sorrow	DS	147	89	Codename: Panzers Phase I	PC	133	90	Cool Spot Goes to Hollywood	Megadrive	23	78
Buggy Heat	Dreamcast	76	78	Castlevania: Harmony of Dissonance	GBA	114	88	Cold Fear	PS2/Xbox/ PC	139	81	Corpse Killer	Mega CD	16	79
Bugriders: The Race of Kings	PSX	54	62	Castlevania: Legacy Of Darkness	N64	80	78	Cold Winter	PS2	141	81	Corvette	PS2	129	41
Bulls vs. Blazers	Megadrive	1	79	Castlevania: Symphony of the Night	PSX	51	82	Colin McRae Rally	PSX	58	90	Counter-Strike	Xbox	124	80
Bureau 13	PC	19	66	Castlevania: The New Generation	Megadrive	3	79	Colin McRae Rally	PC	61	92	Counter-Strike: Condition Zero	PC	128	69
Buried in Time - The Journeyman Project 2	PC	23	95	Castrol Superbikes	PC	57	83	Colin McRae Rally 2.0	GBA	111	84	Crash Bandicoot	PSX	36	90
Burn Cycle	PC/Mac	27	40	Catwoman	PS2/Xbox/ GCN/PC	132	24	Colin McRae Rally 2.0	PC	89	91	Crash Bandicoot 2: Cortex Strikes Back	PSX	50	88
Burning Rangers	Saturn	60	91	Catwoman	Gameboy	77	80	Colin McRae Rally 2.0	PSX	82	92	Crash Bandicoot 2: N-Tranced	GBA	114	75
Burning Road	PSX	40	70	Catz	Gameboy	83	60	Colin McRae Rally 2005	Xbox	132	88	Crash Bandicoot XS	GBA	105	77
Burnout	PS2	99	90	Cel Damage	Xbox	103	69	Colin McRae Rally 3	PC	118	79	Crash Bandicoot: Fusion	GBA	131	55
Burnout 2	PS2	110	92	Centipede	PC	59	64	Colin McRae Rally 3	Xbox	110	83	Crash Bandicoot: The Wrath Of Cortex	PS2	99	68
Burnout 2: Point of Impact	Xbox	117	92	Central Intelligence	PC	13	77	Colin McRae Rally 4	Xbox	121	89	Crash Bandicoot: Warped	PSX	63	87
Burnout 3: Takedown	PS2/Xbox	132	92	Chameleon Twist 2	N64	68	60	Colonization	PC	13	88	Crash Bash	PSX	87	90
Burnout Championship Drag Racing	PC	65	62	Champions of Norrath	PS2	127	86	Colony Wars	PSX	50	92	Crash n Burn	PS2/Xbox	136	74
Burnout Legends	PSP	146	82	Champions: Return to Arms	PS2	139	76	Colony Wars: Red Sun	PSX	80	90	Crash 'n Burn	3DO	3	82
Burnout Revenge	PS2/Xbox	145	89	Championship Manager 3	PC	69	92	Colony Wars: Vengeance	PSX	62	90	Crash Nitro Kart	GBA	124	75
Bushido Blade	PSX	52	84	Championship Manager 4	PC	116	77	Colosseum: Road to Freedom	PS2	145	71	Crash Team Racing	PSX	75	90
Bust A Groove	PSX	61	91	Championship Manager Season 00/01	PC	89	92	Comanche	Mac	29	87	Crash Twinsanity	PS2/Xbox	133	72
Bust A Move 2	PC	53	71	Championship Manager Season 01/02	PC	100	91	Comanche 3	PC	45	88	Crazy Taxi	PS2	93	86
Bust A Move 2	N64	57	80	Championship Manager Season 01/02	Xbox	108	91	Comanche CD	PC	11	92	Crazy Taxi	Dreamcast	78	92
Bust A Move 2	Saturn/PSX	36	86	Championship Pool	SNES	5	76	Comanche Gold	PC	58	86	Crazy Taxi 2	DC	94	90
Bust A Move 3	PSX	56	84	Championship Soccer	Megadrive	7	45	Comanche: Over the Edge	PC	4	92	Crazy Taxi 3: High Rollers	Xbox	109	62
Bust A Move 3DX	N64	62	83	Chaos Control	Saturn	47	57	Combat Air Patrol	PC	23	40	Crazy Taxi: Catch a Ride	GBA	118	40
Buzz Lightyear Of Star Command	Gameboy	92	30	Chaos Control	PC	22	65	Combat Elite: WWII Paratroopers	PS2/Xbox/ PC	131	64	Creature Shock	PC	16	61
C-12 Final Resistance	PSX	90	79	Chaos Engine	SNES/ Megadrive	8	87	Comix Zone	Megadrive	24	88	Creatures	GBA	103	76
Cadillacs & Dinosaurs	Mega CD	22	10	Chaos Legion	PS2	119	76	Command & Conquer	Saturn/PSX	40	80	Creatures	PC/Mac	38	89
Caesar 2	PC	25	86	Chaos Overlord	PC	34	66	Command & Conquer	N64	71	82	Creatures 2	PC	61	87
Caesar 3	Mac	73	86	Chase	Xbox	108	72	Command & Conquer	PC	24	90	Creed, The	PC	64	80
Caesar 3	PC	62	87	Chase The Express	PSX	84	84	Command & Conquer: Generals	PC	115	83	Cricket 2000	PSX	80	80
California Speed	N64	68	75	Chessmaster	Gameboy	78	80	Command & Conquer: Renegade	PC	103	79	Cricket 2002	PS2	100	65
Call of Cthulu: Dark Corners of the Earth	PC/Xbox	147	82	Chessmaster 4000	PC	13	86	Command & Conquer: Tiberian Sun	PC	72	91	Cricket 2004	PS2	125	39
Call of Duty	PC	124	89	Chibi-Robo	GCN	152	82	Command Aces of the Deep	PC	25	78	Cricket 97	PC	42	60
Call of Duty 2	PC	147	87	Chicken Run	PSX	90	87	Commandos	PC	58	85	Cricket World Cup '99	PC	69	86
Call of Duty 2: Big Red One	PS2/Xbox/ GCN	148	84	Children of the Nile	PC	137	78	Commandos 2: Men Of Courage	PC	98	79	Crime Killer	PSX	59	79
Call of Duty 3	Xbox 360	159	68	Chill	PSX	57	48	Commandos 3: Destination Berlin	PC	125	75	Crime Patrol	PC	14	67
Call of Duty: Finest Hour	PS2/Xbox	136	79	Chocobo Racing	PSX	72	82	Commandos: Beyond the Call of Duty	PC	69	81	Crimewave	Saturn	43	52
Call of Duty: United Offensive	PC	133	80	Choplipter 3	SNES	6	82	Commandos: Strike Force	PS2/Xbox/ PC	150	84	Crimson Skies	PC	86	92
Call To Power 2	PC	89	72	Chopper Attack	N64	60	76	Company of Heroes	PC	157	93	Crimson Skies	Xbox	122	93
Cannis Canem Edit	PS2	158	78	Chrome Hounds	Xbox 360	154	80	Complete Ultima 7, The	PC	8	92	Crimson Tears	PS2	136	70
Cannon Fodder	Megadrive	17	54	Chronicles of Riddick: Escape From Butcher Bay, The	PC	137	90	Condemned: Criminal Origins	Xbox 360	149	77	Crisis Zone	PS2	132	73
Cannon Fodder	PC	8	80	Chronicles of Riddick: Escape From Butcher Bay, The	Xbox	130	92	Confidential Mission	DC	97	78	Critical Path	PC	5	35
Capcom Fighting Jam	PS2	137	68	Chu Chu Rocket	Dreamcast	79	87	Conflict Zone	PC	95	87	Croc	PSX	49	77
Capcom Vs SNK	DC	86	86	Chuck Rock II	Mega CD	6	62	Conflict: Desert Storm	Xbox	108	81	Croc 2	PSX	71	80
Capcom Vs SNK 2	PS2	98	91	Circuit Breakers	PSX	59	78	Conflict: Desert Storm 2	PS2	122	79	Cruisin' USA	N64	42	65
Capcom Vs SNK 2 EO	Xbox	115	87	Circus Maximus	Xbox	106	59	Conflict: Global Storm	PS2/Xbox/ PC	145	88	Cruisin' World	N64	61	69
Capcom's Soccer Shootout	SNES	15	75	City Crisis	PS2	97	69	Conflict: Vietnam	PS2/Xbox/ PC	132	68	Crusader: No Regret	PC	38	92
Captain Commando	SNES	18	72	City of Lost Children	PC/PSX	43	84	Conker's Bad Fur Day	N64	92	85	Crusader: No Remorse	PSX	46	82
Captain Quazar	PC	41	48	Civilization: Call to Power	PC	68	94	Conqueror: AD 1086	PC	29	60	Crusader: No Remorse	PC	25	96
Captain Quazar	3Do	31	90	CivNet	PC	29	92	Conquest of the New World	PC	33	79	Crusaders Of Might and Magic	PSX	81	65
Capt'n Havoc	Megadrive	13	58	Clayfighter	Megadrive	12	83	Conquest: Frontier Wars	PC	98	83	CSI	PC	117	58
Cardinal Syn	PSX	56	70	Clayfighter	SNES	4	87	Conspiracy	PC	5	75	Cultures	PC	87	82
Carmageddon	Gameboy	78	60									Curse of Monkey Island, The	PC	52	90
Carmageddon	PC	46	90									Cutthroat Island	SNES/ Megadrive	30	69
												Cyber Race	PC	3	75

Cyber Speedway	Saturn	25	70	Darwinia	PC	142	90	Defcon 5	PSX	31	85	Diablo	PSX	56	83
Cyber Tiger	PSX	78	77	Dave Mirra Freestyle BMX	PSX	86	83	DEFCON: Everybody Dies	PC	158	89	Diablo	Mac	57	90
Cyberball	PC	60	56	Dave Mirra Freestyle BMX 2	PS2	98	73	Defender	PS2	113	69	Diablo	PC	41	92
Cyberia	Saturn/PSX	34	59	David Beckham Soccer	GBA	101	67	Defender of the Crown	PS2	121	80	Diablo 2	PC	84	90
Cyberia	PC	16	81	Dawn Patrol	PC	16	82	Delta Force	PC	64	80	Diablo 2: Lord Of Destruction	PC	95	87
Cyberjudas	PC	36	84	Daxter	PSP	152	86	Delta Force: Black Hawk Down	PC	116	81	Diddy Kong Racing	N64	51	95
Cybermage: Darklight Awakening	PC	29	80	Daytona USA	Saturn	20	86	Delta Force: Land Warrior	PC	91	74	Die by the Sword	PC	56	91
Cybersled	PSX	21	65	Daytona USA 2001	DC	90	88	Delta Force: Task Force Dagger	PC	108	62	Die Hard Arcade	Saturn	42	78
Cyberspeed	PSX	31	74	Daytona USA: Championship Edition	Saturn	40	77	Delta V	PC	13	78	Die Hard Trilogy	Saturn	44	81
Cyberstorm	PC	35	91	Daze Before Christmas	Megadrive	14	58	Demolition Man	3DO	17	82	Die Hard Trilogy	Saturn/PSX	37	93
Cyberstorm 2	PC	58	62	D-Day	PC	10	38	Demolition Racing	PSX	75	85	Die Hard Trilogy 2	PSX	79	80
Cyberstrike 2	PC	65	80	Dead Ball Zone	PSX	57	87	Demon's Crest	SNES	19	84	Die Hard: Vendetta	GCN	112	65
Cyberwar	PC	16	77	Dead Man's Hand	PC/Xbox	128	73	Descent	PC	19	84	Dig, The	PC	28	70
Cyclemania	PC	12	82	Dead Or Alive	PSX	57	87	Descent	Mac	29	94	Digimon World	PSX	96	70
D	PC/PSX/Saturn	32	50	Dead Or Alive 2	Dreamcast	80	92	Descent 2	PSX	32	94	Digital Pinball	Saturn	25	70
D&D Heroes	Xbox	124	80	Dead Or Alive 3	Xbox	102	90	Descent 2	PSX	48	80	Dino Crisis	PSX	73	89
Daedalus Encounter, The	PC	20	60	Dead Or Alive 4	Xbox 360	151	86	Descent 2	PC	31	94	Dino Crisis 2	PSX	88	88
Daffy Duck: Foul Play	Gameboy	78	70	Dead Or Alive Xtreme Beach Volleyball	Xbox	114	68	Descent 3	PC	70	91	Dinosaur	Gameboy	83	40
Daggerfall	PC	40	93	Dead Or Alive: Ultimate	Xbox	139	88	Descent Freespace	PC	58	92	Dinotopia: The Sunstone Odyssey	Xbox	129	64
Daikatana	PC	83	60	Dead Reckoning	PC	62	70	Descent to Undermountain	PC	54	58	Dirge of Cerberus: Final Fantasy VII	PS2	158	76
Daikatana	N64	80	80	Dead Rising	Xbox 360	156	86	Desert Demolition	Megadrive	18	74	Disciples II: Dark Prophecy	PC	102	86
Dakar 2	PS2	116	50	Dead to Rights	Xbox	115	78	Desert Fighter	SNES	8	85	Discworld	PC	17	93
Dame Was Loaded, The	PC	27	82	Deadalus	Saturn	20	30	Desert Strike	PC	17	74	Discworld 2	PSX	49	82
Dance Summit 2001	PS2	89	85	Deadline	PC	35	85	Desert Strike Advance	GBA	108	80	Discworld Noir	PSX	82	78
Dancing Stage Fever	PS2	126	72	Deadly Skies	Dreamcast	78	70	Desperados	PC	93	87	Disgaea: Hour of Darkness	PS2	131	89
Dark Angel	Xbox	115	56	Deadly Skies	Xbox	105	78	Destiny	PC	40	20	Disney's Extreme Skate Adventure	GBA	122	69
Dark Chronicle	PS2	118	88	Deadly Tide	PC	38	25	Destroy All Humans!	PS2/Xbox	142	85	Disney's Magical Quest	GBA	109	71
Dark Cloud	PS2	95	86	Death & Return of Superman, The	SNES	20	30	Destroy All Humans! 2: Make Love Not War	PS2/Xbox	158	85	Disruptor	PSX	41	62
Dark Colony	PC	50	86	Death By Degrees	PS2	138	66	Destruction Derby	Saturn	37	60	Diver's Dream	PSX	69	73
Dark Earth	PC	50	90	Death Gate	PC	15	74	Destruction Derby	PSX	24	92	Divine Divinity	PC	111	75
Dark Legions	PC	11	75	Death Rally	PC	41	70	Destruction Derby 2	PSX	39	74	DJ: Decks & FX	PS2	132	92
Dark Light Conflict	PC	45	81	Deathkarz	PC	63	86	Destruction Derby 64	N64	75	59	DK: King of Swing	GBA	139	80
Dark Messiah of Might and Magic	PC	159	81	Deathrow	Xbox	108	75	Destruction Derby Arenas	PS2	126	68	Dog Day	PC	47	82
Dark Reign 2	PC	82	93	Deathtrap Dungeon	PSX	57	72	Destruction Derby Raw	PSX	83	71	Dog's Life	PS2	123	75
Dark Reign: The Future of War	PC	45	96	Deathtrap Dungeon	PC	58	77	Detroit	PC	9	45	Dominion	PC	60	65
Dark Rift	N64	53	71	Deep Fighter	DC	86	73	Deus Ex	PC	81	97	Dominus	PC	21	78
Dark Savious	Saturn	43	77	Deep Space Nine: Crossroads of Time	SNES	22	75	Deus Ex: Invisible War	PC	124	93	Donald Duck in Maui Mallard	SNES	39	65
Dark Sun: Shattered Lands	PC	1	66	Deep Space Nine: Harbinger	PC/Mac	32	88	Deus Ex: The Conspiracy	PS2	103	96	Donkey Kong	Super Game Boy	11	85
Dark Vengeance	PC	67	55	Deer Avenger	PC	66	25	Devastation	PC	116	76	Donkey Kong 64	N64	75	96
Dark Wizard	Mega CD	8	75	Deer Hunt 3D	PC	64	15	Devil Dice	PSX	64	85	Donkey Kong Country	GBA	118	78
Darklight Conflict	PSX	47	89	Deer Hunter 2	PC	62	35	Devil Kings	PS2	150	68	Donkey Kong Country	Gameboy	88	90
Darkseed II	PC	33	87	Def Jam Vendetta	PS2	116	85	Devil May Cry	PS2	98	93	Donkey Kong Country	SNES	13	94
Darkstalkers 3	PSX	68	78	Def Jam: Fight for New York	PS2/Xbox/GCN	134	89	Devil May Cry 2	PS2	114	79	Donkey Kong Country 2	GBA	130	73
Darkwatch: Curse of the West	PS2/Xbox	145	84					Devil May Cry 3: Dante's Awakening	PS2	138	90				



Issue 59 - Tekken 3

After planting Eddy, Law does a rain dance, in the hope new Eddies will grow



Issue 61 - Rival Schools

The little camera inside Kevin's brain captured this moment

Issue 60 - Wild Arms

Man this screenshot was so hot, we just had to caption it



Issue 62 - Half-Life

Australia, your chicken is ready



Donkey Kong Country 2: Diddy Kong's Quest	SNES	28	93	Duke Nukem Advance	GBA	110	85	Enemy Zero	Saturn	52	85	F-16 Aggressor	PC	63	73
Donkey Kong Country 3: Dixie Kong's Double Trouble	SNES	40	88	Duke Nukem: Land Of The Babes	PSX	91	67	Enter the Matrix	PS2	117	80	F-16 Fighting Falcon	PC	48	79
Donkey Kong Land	Game Boy	23	93	Duke Nukem: Time To Kill	PSX	60	80	Enthusia Professional Racing	PS2	142	68	F-18 Thunder Strike	Gameboy	85	40
Donkey Kong Land 2	Game Boy	39	91	Duke Nukem: Zero Hour	N64	71	88	Entombed	PC	8	68	F-22 Lightning II	PC	39	82
Donkey Kong Land 3	Game Boy	50	82	Dukes Of Hazzard	PSX	79	65	Equinox	SNES	2	83	F355 Challenge	DC	90	89
Doom	3DO	33	70	Dune	Mega CD	5	74	Escape From Monkey Island	PS2	95	91	Fable	Xbox	133	89
Doom	SNES	27	80	Dune 2000	PC	62	81	Escape From Monkey Island	PC	87	93	Fable: The Lost Chapters	PC	146	86
Doom	GBA	99	88	Dune: Battle For Arrakis	Megadrive	4	89	Escape From Monster Manor	3DO	5	79	Fade to Black	PSX	35	84
Doom	Mac	24	96	Dungeon Hack	PC	3	59	ESPN Baseball Tonight	SNES	13	72	Fade to Black	PC	25	85
Doom	PSX	29	96	Dungeon Keeper	PC	47	81	ESPN NBA 2K5	PS2/Xbox	137	82	Fahrenheit	PS2/Xbox/PC	144	93
Doom	32X	14	90	Dungeon Keeper 2	PC	71	86	ESPN NFL 2K5	PS2/Xbox	137	91	Falcon 4.0	PC	64	94
Doom 3	Xbox	140	89	Dungeon Lords	PC	142	46	Eternal Champions	Megadrive	4	85	Falcon Gold	PC	11	88
Doom 3	PC	132	94	Dungeon Master 2	PC	23	60	Eternal Champions: Challenge from the Dark Side	Mega CD	22	86	Fallout	PC/Mac	51	87
Doom 64	N64	47	89	Dungeon Siege	PC	104	92	Eternal Darkness	PC	41	50	Fallout 2	PC	63	92
Doom II	GBA	112	79	Dungeon Siege II	PC	144	86	Eternal Darkness	GCN	109	92	Fallout Tactics	PC	92	80
Doom II Master Levels	PC	31	90	Dungeon Siege: Legends of Aranna	PC	124	64	Eternal Ring	PS2	90	66	Family Feud	3DO	19	72
Doom II: Hell on Earth	PC	12	94	Dungeon Siege: Throne of Agony	PSP	159	84	EUEFA Euro 2004	PS2/Xbox/GCN	129	83	Fantastic 4	PS2/Xbox/GCN/PC	143	53
Double Switch	Mega CD	7	78	Dynamite Headdy	Megadrive	13	85	European Air War	PC	62	93	Fantastic Dizzy	Megadrive	1	81
Down in the Dumps	PC	40	83	Dynasty Warriors	PSP	143	62	European Champions	PC	9	50	Fantasy Empires	PC	2	71
Down Under Dan	PC	25	76	Dynasty Warriors 2	PS2	88	81	Evasive Action	PC	8	49	Fantasy General	PC	33	70
Downhill Domination	PS2	125	80	Dynasty Warriors 4	PS2	118	82	Eve Of Extinction	PS2	103	69	Fantavision	PS2	87	75
Dr Muto	PS2	114	79	Dynasty Warriors 5	PS2	142	71	Evergrace	PS2	92	79	Far Cry	PC	127	90
Dr Robotnik's Mean Bean Machine	Megadrive	3	75	EA Sports Cricket	PC	28	88	Everquest	PC	69	95	Far Cry Instincts	Xbox	146	87
Dr. Kawashima's Brain Training: How Old Is Your Brain?	DS	153	80	Earth 2140	PC	50	84	Every Extend Extra	PSP	159	84	Far Cry Instincts: Evolution	Xbox	151	84
Dracula	PC	2	45	Earth 2150	PC	84	86	Everybody's Golf	PSX	57	82	Fatal Fury 2	Megadrive	10	77
Dracula Unleashed	Mega CD	5	78	EarthSiege	PC	16	75	Everybody's Golf	PSP	143	88	Fatal Racing	PC	28	85
Dragon	SNES/Megadrive	9	59	EarthSiege 2	PC	32	75	Everybody's Golf 2	PSX	73	83	Fear Effect	PSX	79	90
Dragon Ball Z: Budokai	PS2	113	69	Earthworm Jim	GBA	96	70	Evil Dead: A Fistful of Boomstick	PS2	120	69	Fear Effect 2: Retro Helix	PSX	91	90
Dragon Ball Z: The Legacy Of Goku	GBA	106	64	Earthworm Jim	PC	28	88	Evil Genius	PC	133	62	Felony II-79	PSX	49	79
Dragon Ball Z: The Legacy of Goku II	GBA	119	74	Earthworm Jim	Megadrive	11	94	Evil Twin	PS2	101	55	Fields of Fire	PC	60	60
Dragon Force	Saturn	48	80	Earthworm Jim 2	GBA	113	53	Evil Zone	PSX	69	86	Fields of Glory	PC	6	78
Dragon Heart	Game Boy	35	15	Earthworm Jim 2	PSX	37	79	Evolution Worlds	GCN	117	57	FIFA 07	PS2/Xbox/GCN/PC	157	80
Dragon Lore	PC	17	75	Earthworm Jim 2	SNES/Megadrive	25	93	Evolution: The World Of Sacred Devices	DC	80	90	FIFA 2000	Gameboy	79	50
Dragon Quest: Journey of the Cursed King	PS2	151	94	Earthworm Jim: Special Edition	Mega CD	22	94	Evo's Space Adventures	PSX	85	54	FIFA 2000	PC	75	89
Dragon Warrior Monsters	Gameboy	77	70	Ecco II: Tides of Time	Megadrive	15	80	Excalibur 2555 AD	PSX	44	76	FIFA 2001	PS2	87	90
DragonBall Z: Taiketsu	GBA	125	40	Ecco the Dolphin	Mega CD	1	92	Excitebike 64	N64	82	77	FIFA 2002	PS2	99	88
Dragon's Fury 2	Megadrive	4	59	Ecco the Dolphin: Defender of the Future	DC	83	90	Exhumed	Saturn	38	89	FIFA 2003	PS2	111	77
Dragon's Lair	Mega CD	6	44	Echelon	PC	62	39	Exit	PSP	150	81	FIFA 2004	PS2/Xbox/GCN/PC	123	72
Dragon's Lair 3D	PC	115	73	Ecks Vs Sever	GBA	103	90	Expendable	Dreamcast	73	50	FIFA 97	Saturn/PSX	40	95
Dragonshard	PC	145	81	Ecstata	PC	15	90	Extermination	PS2	94	89	FIFA 98: Road to the World Cup	PSX/N64	53	89
Dragonsphere	PC	10	84	Ecstata 2	PC	43	87	Extreme G 2	N64	62	69	FIFA 98: Road to the World Cup	PC	52	93
Drakan	PC	74	89	ECW: Hardcore Revolution	N64	79	55	Extreme G-3	PS2	96	79	FIFA 99	PC	63	90
Drakan: The Ancient's Gate	PS2	102	84	Edge Of Chaos: I-War 2	PC	95	92	Extreme G-3	GCN	105	80	FIFA International Soccer	SNES	9	91
Drakengard	PS2	129	72	EF 2000	PC	27	80	Extreme Games	N64	52	75	FIFA International Soccer	PC	11	91
Drakengard 2	PS2	150	78	Egypt 1156BC	PC/Mac	57	75	Extreme Games	PC	31	80	FIFA International Soccer	Megadrive	2	94
Dreams to Reality	PC	52	70	Ehrgeiz	PSX	78	80	Extreme Games	PSX	28	86	FIFA International Soccer	Mega CD	10	94
Dreamweb	PC	13	86	Elder Scrolls III: Morrowind, The	Xbox	110	80	Extreme Ghostbusters: Code Ecto-1	GBA	105	75	FIFA International Soccer	3DO	15	95
Driv3r	PS2/Xbox/PC	130	63	Elder Scrolls IV: Oblivion, The	PC/Xbox 360	152	95	Extreme Pinball	PSX	32	40	FIFA Soccer 95	Megadrive	14	85
Driver	Gameboy	82	70	Elder Scrolls: Arena, The	PC	6	85	Extreme Pinball	PC	29	75	FIFA Soccer 96	SNES/Megadrive	27	90
Driver	PSX	70	89	Eliminator	PSX	69	81	Extreme Tactics	PC	57	60	FIFA Soccer 96	PC	25	96
Driver 2	GBA	113	60	Empire 2: The Art of War	PC	25	90	Eye of the Beholder	SNES	16	73	FIFA Soccer 96	PSX	29	96
Driver 2: Back on the Streets	PSX	87	84	Empire Deluxe Master Edition	PC	10	75	Eyetoy: Groove	PS2	123	70	FIFA Soccer 96	Saturn	30	96
Driver: Parallel Lines	PS2/Xbox	151	78	Empire Earth	PC	99	83	F Zero: Maximum Velocity	GBA	95	84	FIFA Street	PS2/Xbox	139	75
Driving Emotion Type S	PS2	90	63	Empire Earth II	PC	139	85	F.E.A.R.	PC	146	91	FIFA World Cup 2002	Xbox	104	81
Dual Heroes	N64	57	49	Empires: Dawn of the Modern World	PC	125	89	F.E.A.R. Extraction Point	PC	159	79	Fight Night 2004	PS2/Xbox	128	85
Ducati World	PSX	91	60	Emporer: Battle For Dune	PC	94	89	Fi	Megadrive	1	88	Fight Night Round 2	PS2/Xbox/GCN	139	90
Duck Dodgers	N64	86	72	Enchanted Arms	Xbox 360	156	77	Fi 2	N64	71	82	Fight Night Round 3	Xbox 360	151	91
Duke Nukem 3D	Saturn	51	85	Enclave	Xbox	109	78	Fi Career Challenge	PS2	120	77	Fighter Duel	PC	28	15
Duke Nukem 3D	PC	33	95	Endgame	PS2	108	70	Fi Live Information	Saturn	28	85	Fighter Squadron: SDOE	PC	68	94
Duke Nukem 3D: Atomic Edition	PC	47	85	Enemy Infestation	PC	61	80	Fi Pole Position 64	N64	51	67	Fighting Wing	PC	16	70
Duke Nukem 64	N64	52	90	Enemy Nations	PC	48	79	Fi Racing Championship	PC	92	85	Fighters Destiny	N64	54	86
								Fi World grand Prix	N64	60	86	Fighters Megamix	Saturn	44	87
								F-117 Nightstorm	Megadrive	4	66				

Fighting Force	PSX	51	65	Force 2i	PC	73	68	G Police 2: Weapons of Justice	PSX	73	82	Gladius	PS2/Xbox/ GCN	123	88
Fighting Force	PC	57	68	Forgotten Realms: Demon Stone	PS2/Xbox/ PC	134	73	Gabriel Knight	PC	4	96	Global Domination	PSX	68	79
Fighting Force 2	PSX	76	76	Formula 1	PSX	37	94	Gabriel Knight 2: The Beast Within	PC	29	88	Glover	N64	64	82
Fighting Force 64	N64	70	65	Formula 1 3DFX	PC	45	82	Gadget	PC	23	80	G-Nome	PC	46	79
Fighting Vipers	Saturn	38	91	Formula 1 '97	PSX	48	83	Galactic Attack	Saturn	30	86	Goblins Quest 3	PC	8	79
Fighting Vipers 2	DC	93	72	Formula One 2004	PS2	131	79	Galactic Civilizations II: The Dread Lords	PC	152	92	God of War	PS2	141	91
Final Doom	PSX	38	90	Formula One Manager	PC	29	65	Galaxian 3	PSX	34	30	Godfather, The	PS2/Xbox/ PC	150	90
Final Doom	PC	36	93	Forsaken	PC/PSX/ N64	56	92	Galleon	Xbox	131	85	Godzilla: Destroy All Monsters Melee	Xbox	116	75
Final Fantasy Anthology	PSX	76	92	Fortress of Dr Radiaki, The	PC	14	75	Game Boy Gallery 2	Game Boy	47	51	Godzilla: The Series	Gameboy	81	40
Final Fantasy I & II: Dawn of Souls	GBA	135	76	Forza Motorsport	Xbox	141	93	Game, Net and Match	PC	58	85	Golden Axe: The Duel	Saturn	32	76
Final Fantasy IX	PSX	84	95	Frank Thomas Big Hurt Baseball	Saturn/PSX	36	84	Gangs of London	PSP	155	80	Golden Sun	GBA	100	93
Final Fantasy Tactics Advance	GBA	121	90	Frankenstein: Through the Eyes of the Monster	PC/Mac	28	80	Gangsters	PC	64	82	Golden Sun: The Lost Age	GBA	116	93
Final Fantasy VI	PSX	102	80	Freak Out	PS2	97	74	Gangsters 2	PC	95	51	Goldeneye	N64	50	95
Final Fantasy VII	PC	58	94	Freedom Fighters	PS2/Xbox/ GCN/PC	123	87	Garfield	Megadrive	25	65	Goldeneye: Rogue Agent	PS2/Xbox	135	84
Final Fantasy VII	PSX	49	95	Freedom Force	PC	104	90	GASP	N64	60	50	Golf Pro, The	PC	57	75
Final Fantasy VIII	PC	78	79	Freedom Force vs The Third Reich	PC	142	88	Gauntlet 4	Megadrive	2	86	Goosebumps: Escape from Horrorland	PC	41	82
Final Fantasy VIII	PSX	74	93	Freestyle	GCN	108	72	Gauntlet Legends	N64	73	86	Gorasul	PC	101	88
Final Fantasy X	PS2	103	94	Freelancer	PC	114	86	Gauntlet: Dark Legacy	PS2	96	69	Gore: Ultimate Soldier	PC	108	60
Final Fantasy X-2	PS2	125	88	Freespace 2	PC	75	90	Gazillionaire	PC	21	63	Gothic 2	PC	118	90
Final Fantasy: Crystal Chronicles	GCN	127	80	Frenzyl	PSX	59	47	G-Darius	PSX	60	84	Gothic 3	PC	159	73
Final Fight 2	SNES	1	80	Frequency	PS2	105	83	Gears of War	Xbox 360	159	91	GP 500	PC	76	91
Final Fight One	GBA	98	75	Front Lines	PC	18	85	Gekido: Urban Fighters	PSX	82	78	G-Police	PC/PSX	49	92
Final Fight: Streetwise	PS2/Xbox	151	78	Front Page Sports: Baseball '94	PC	13	81	General Chaos	Megadrive	1	74	Grabbed by the Ghoulies	Xbox	123	79
Fire Emblem	GBA	126	92	Frontier: First Encounters	PC	20	88	Generations Lost	Megadrive	16	74	Gran Turismo	PSX	56	92
Fire Emblem: Path of Radiance	GCN	148	85	Full Auto	Xbox 360	150	85	Genji	PS2	146	80	Gran Turismo 2	PSX	77	87
Fire Emblem: The Sacred Stones	DS	147	87	Full Court Press	PC	38	60	Genma Onimusha	Xbox	103	85	Gran Turismo 3 A Spec	PS2	94	95
Fire Fight	PC	36	82	Full Spectrum Warrior	Xbox	129	87	Get Bass	Dreamcast	71	78	Gran Turismo 4	PS2	139	90
Firestorm: Thunderhawk 2	Saturn	29	83	Full Spectrum Warrior: Ten Hammers	PS2/Xbox/ PC	152	77	Get Medieval	PC	61	72	Gran Turismo 4 Prologue	PS2	130	75
Flashback	SNES	2	91	Full Throttle	PC	21	93	Getaway, The	PS2	112	59	Grand Prix 2	PC	29	95
FlatOut	PS2/Xbox	135	83	Full Throttle: All American Racing	SNES	18	70	Getaway: Black Monday, The	PS2	135	63	Grand Prix 3	PC	85	90
FlatOut 2	PS2/Xbox/ PC	155	85	Fun and Games	SNES/ Megadrive	10	60	Gex	Saturn/PSX	32	85	Grand Prix 4	PC	107	84
Fleet Defender	PC	7	89	Fur Fighters	DC	84	85	Gex 3D	3DO	20	90	Grand Prix Legends	PC	61	92
Flight of the Amazom Queen	PC	21	70	Fury of the Furries	PC	8	84	Gex 3D: Enter The Gecko	PSX	55	90	Grand Theft Auto	Gameboy	76	60
Flight Unlimited	PC	21	90	Fury3	PC	25	75	Ghost in the Shell	PSX	58	88	Grand Theft Auto 2	PC	74	79
Flink	Megadrive	13	78	Futurama	Xbox	119	70	Ghost in the Shell: Stand Alone Complex	PS2	141	73	Grand Theft Auto 3	PS2	99	96
Flintstones: The Treasure of Sierra Madrock, The	SNES	4	77	Future Cop LAPD	PSX	61	89	Ghost Vibration	PS2	118	58	Grand Theft Auto Advance	GBA	136	85
Flipnic	PS2	126	81	Fuzion Frenzy	Xbox	102	70	Ghosthunter	PS2	124	78	Grand Theft Auto: Liberty City Stories	PSP	147	94
Flying Corps	PC	42	80	FX Fighter	PC	22	74	Ghoul Patrol	SNES	19	70	Grand Theft Auto: San Andreas	PS2	135	97
Foes of Ali	3DO	30	84	F-Zero GX	GCN	120	89	Giants: Citizen Kabuto	PC	89	92	Grand Theft Auto: Vice City	PS2	111	95
Football Manager 2005	PC	136	90	F-Zero X	N64	60	91	Gio Gio's Bizarre Adventure	PS2	110	83	Grand Theft Auto: Vice City	PC	117	95
Football Manager 2006	PC/Mac	148	90					Gitaroo Man	PS2	106	84	Grand Theft Auto: Vice City Stories	PSP	158	94
Forbidden Siren	PS2	126	55					Gitaroo Man Lives!	PSP	156	80	Grand Touring	PC	66	70
Forbidden Siren 2	PS2	155	45												



Issue 62 - NFL Quarterback Club 98

Dickheads



Issue 64 - Blood 2: The Chosen

The Malteser gun strikes a deadly blow!!

Issue 63 - NBA Live 99

Play of the day...
amputee dunk contest



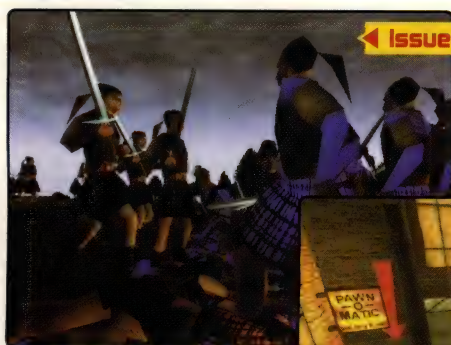
Issue 65 - Myth 2 Soulblighter

Poor Frank had forgotten
the tents



Grandest Fleet, The	PC	10	55	Hrad Edge	PSX	70	67	Harry Potter: Quidditch World Cup	PS2	125	65	Inside Drive 2002	Xbox	106	83
Grandia	PSX	76	86	HSV Adventure Racing	N64	77	79	Harvest Moon 64	N64	78	83	Interactive Sailing	PC	25	60
Grandia II	DC	92	90	Hulk	GCN	118	77	Harvest Moon: A Wonderful Life	GCN	127	88	International Cricket Captain	PC	59	83
Granstream Saga	PSX	65	79	Hunter Hunted	PC	40	64	Harvest Moon: Friends of Mineral Town	GBA	126	86	International Superstar Soccer	PS2	87	86
Great Escape, The	PS2	121	61	Hunter: The Reckoning	Xbox	108	83	Haunted Mansion	PS2/Xbox/GCN	128	66	International Superstar Soccer 64	N64	47	94
Great Naval Battles II: Guadalcanal 1942-43	PC	7	83	Hybrid Heaven	N64	73	85	Haunting starring Polterguy	Megadrive	2	60	International Superstar Soccer '98	N64	60	87
Greatest Heavyweight	Megadrive	3	62	Hydro Thunder	N64	80	72	Haven: Call of the King	PS2	112	76	International Track and Field 2	PSX	79	77
Gregory Horror Show	PS2	121	78	Hydro Thunder	Dreamcast	75	84	Heart of Darkness	PC/PSX	59	90	Interplay's 10 Year Anthology	PC	10	80
Gremlins: Stripe Versus Gizmo	GBA	107	37	Hyper Final Match Tennis	PSX	38	58	Heavy Gear	PC	52	89	Interstate '76	PC	43	91
Grid Runner	Saturn/PSX	39	89	Hyper Street Fighter II	PS2	127	80	Heavy Gear 2	PC	71	92	Interstate '82	PC	76	65
Grim Fandango	PC	62	93	Hyperblade	PC	39	86	Heavy Metal FAKK 2	PC	85	78	Iron and Blood	Saturn/PSX	38	60
Grind Session	PSX	83	70	Hyperdunk	Megadrive	5	65	Hedz	PC	61	63	Iron Assault	PC	18	55
Ground Control	PC	84	88	I Have No Mouth And I Must Scream	PC/Mac	34	83	Helicops	PC	46	72	Iron Cross	PC	14	65
Ground Control II: Operation Exodus	PC	130	90	ICC: Ashes Edition	PC	97	79	Hell	PC	17	65	Iron Helix	PC	9	75
Ground Zero: Texas	Mega CD	4	90	Ice & Fire	PC	29	55	Hell Cab	PC/Mac	8	68	Iron Storm	PC	111	70
Group S Challenge	Xbox	123	62	Icewind Dale	PC	84	87	Hellfire Zone	PC	27	75	Ishar 3	PC	19	54
Gruntz	PC	66	89	Icewind Dale II	PC	108	89	Hellfire: Diablo Expansion	PC	55	65	Islad Casino	PC	30	30
GT 64	N64	58	63	ICO	PS2	102	92	Hellnight	PSX	74	55	ISS 2	Xbox	104	71
GT Advance	GBA	95	78	iF/A-iBE Carrier Strike Attack	PC	62	72	Herc's Adventures	PSX	49	82	ISS Pro Evolution	PSX	79	91
GT Concept 2002	PS2	107	64	iFz2	PC	48	83	Hercules	PSX	48	84	Italian Job, The	PSX	97	73
GTA London	PC	69	67	Iggy's Reckin' Balls	N64	59	78	Heretic	PC	16	90	Italian Job: LA Heist, The	PS2	122	57
GTR FIA GT Racing Game	PC	142	85	IGI-2: Covert Strike	PC	115	70	Heretic 2	PC	62	87	Itchy and Scratchy Game, The	SNES	19	70
Guardian Heroes	Saturn	35	85	Ignition	PC	51	82	Heretic: Shadow of the Serpent Riders	PC	34	89	I-War	PC	53	92
Guardian's Crusade	PSX	68	82	Ignition Factor, The	SNES	22	80	Heroes of Might and Magic	Gameboy	85	80	Jackie Chan Adventures	GBA	100	82
Guilty	PC	19	48	IL-2 Sturmovik	PC	102	93	Heroes of Might and Magic 2: The Succession Wars	PC	41	75	Jackie Chan Stuntmaster	PSX	81	77
Guilty Gear	PSX	78	86	Illusion of Time	SNES	19	86	Heroes of Might and Magic 3	PC	67	90	Jade Cocoon	PS2	105	78
Guilty Gear X2 #Reload	PS2/Xbox	136	86	IMG Tour Tennis	Megadrive	13	75	Heroes of Might and Magic IV	PC	104	88	Jade Cocoon	PSX	77	80
Guilty Gear: Judgement	PSP	156	66	Immercenary	3DO	19	86	Heroes of Might and Magic V	PC	153	86	Jade Empire	Xbox	140	87
Guitar Hero	PS2	153	90	Impact Racing	Saturn/PSX	36	78	Heroes of the Pacific	PS2/Xbox/PC	145	75	Jagged Alliance	PC	19	75
Guitar Hero II	PS2	158	92	Imperial Glory	PC	142	74	Hexen	PC	27	94	Jagged Alliance 2	PC	73	88
Gumboy: Crazy Adventures	PC	159	87	Imperialism 2	PC	69	89	Hexen 2	PC	49	91	Jagged Alliance: Deadly Games	PC	38	86
Gun	PS2/Xbox/GCN/PC	147	79	Imperium Galactica	PC	45	80	Hexen 2 Mission Pack	PC	57	83	Jak & Daxter	PS2	100	92
Gun Griffon	Saturn	37	85	Imperium Galactica 2	PC	79	89	Hexen 64	N64	47	70	Jak 3	PS2	135	90
Gun Metal	Xbox	109	73	Impossible Creatures	PC	114	78	Hexen: Deathkings of the Dark Citadel	PC	34	91	Jak II: Renegade	PS2	121	91
Gunbird 2	DC	92	70	In Cold Blood	PSX	83	70	Hexlore	PC	59	68	Jak X: Combat Racing	PS2	146	80
Gungage	PSX	72	67	In Search of Dr Riptide	PC	14	25	Hidden & Dangerous 2	PC	123	81	James Bond 007: Everything or Nothing	PS2/Xbox/GCN	126	90
Gungrave	PS2	112	78	In the 1st Degree	PC/Mac	27	75	High Heat Baseball 2002	GBA	97	59	James Bond 007: Nightfire	GCN	111	86
Gunman Chronicles	PC	89	57	Inca 2	PC	5	65	High Seas Trader	PC	19	65	James Pond 3: Operation Starfish	Megadrive	3	87
Gunship 2000	PSX	35	80	Incredible Crash Dummies, The	SNES/Megadrive	2	18	Hi-Octane	PC	22	65	Jammit	Megadrive	6	70
Gunstar	Megadrive	2	88	Incredible Crisis	PSX	89	66	Hitman 2: Silent Assassin	GCN	118	83	Jane's Advances Tactical Fighters	PC	32	80
Gunstar Future Heroes	GBA	148	79	Incredible Hulk, The	Megadrive	9	69	Hitman 2: Silent Assassin	Xbox	111	85	Jazz Jackrabbit 2	PC	57	75
Gunvalkyrie	Xbox	105	80	Incredible Hulk, The	GBA	119	58	Hitman: Blood Money	PS2/Xbox/Xbox 360/PC	153	90	Jeremy McGrath Supercross '98	PSX	58	48
Guts	SNES	17	55	Incredible Hulk: The Pantheon Saga	PSX	42	25	Hitman: Codename 47	PC	88	83	Jet Force Gemini	N64	75	91
Half-Life	PS2	99	79	Incredible Hulk: Ultimate Destruction, The	PS2/Xbox/GCN	143	91	Hitman: Contracts	PS2/Xbox/PC	129	74	Jet Rider	PSX	41	80
Half-Life	PC	62	97	Incubation	PC	51	79	Hive, The	PC	27	84	Jet Rider 2	PSX	53	68
Half-Life 2	PC	134	95	Independence Day	PC	44	68	Hocus Pocus	PC	11	72	Jet Rider 3	PSX	74	42
Half-Life 2: Episode One	PC	154	92	Independence War Deluxe Edition	PC	75	70	Hogs Of War	PSX	84	83	Jet Set Radio	GBA	120	78
Half-Life: Blue Shift	PC	95	72	Indiana Jones and the Emperor's Tomb	Xbox	114	84	Holy Magic Century	N64	60	65	Jet Set Radio Future	Xbox	103	88
Half-Life: Opposing Force	PC	76	88	Indiana Jones and the Infernal Machine	Gameboy	93	50	Homeworld	PC	70	94	Jetfighter Fullburn	PC	62	78
Halo 2	Xbox	135	94	Indiana Jones and the Infernal Machine	PC	76	77	Homeworld: Cataclysm	PC	86	91	Jetsons: Invasion of the Planet Pirates, The	SNES	6	65
Halo: Combat Evolved	PC	122	85	Indiana Jones and the Infernal Machine	N64	91	84	Hook	Megadrive	3	62	Jewels of the Oracle	PC/Mac	23	85
Halo: Combat Evolved	Xbox	102	96	Indiana Jones: His Greatest Adventures	SNES	14	78	Hooves of Thunder	PC	30	80	Jim Henson's Puppets	Gameboy	81	50
Hammer of the Gods	PC	15	82	Indy Car II	PC	28	92	Horde, The	Saturn	33	76	Joe Montana's NFL Football	Megadrive	3	93
Hang On CP 95	Saturn	28	45	Indy Car Series	Xbox	118	79	Horizons: Empire of Istaria	PC	125	71	John Madden Football	3DO	7	91
Hardball 5	PC/PSX	33	91	Indy Racing	PC	59	60	Hot Wheels Turbo racing	N64	74	71	Johnny Bazoookatone	Saturn/PSX	31	84
Hardball '94	Megadrive	11	65	Indycar Racing	PC	3	92	Hot Wheels: Velocity Maximum Justice	PS2	113	69	Johnny Herbert Grand Prix	PC	61	70
Hardball IV	PC	16	90	Infected	PSP	149	73	House of the Dead	PC	59	58	Joint Operations: Escalation	PC	137	80
Hardwar	PC	60	64	Inferno	PC	14	93	House of the Dead 2	Saturn	58	62	Joint Operations: Typhoon Rising	PC	131	83
Harpoon II	PC	10	90	Inherit the Earth	PC	10	86	House of the Dead 3	Dreamcast	71	91	Joint Task Force	PC	157	89
Harpoon II Deluxe Multimedia Edition	PC	24	86	I-Ninja	PS2	125	80		Xbox	115	77	Jonah Lomu Rugby	PSX	45	84
Harry Potter and the Chamber Of Secrets	GCN	112	78	Innocent - Until Caught	PC	3	70					Jonny Moseley: Mad Trix	GBA	107	61
Harry Potter and the Philosopher's Stone	PSX	99	83												
Harry Potter and the Prisoner of Azkaban	PS2/Xbox/GCN	130	74												

Journeyman Project, The	PC	7	65	Killzone	PS2	135	78	Krossfire: KKND 2	PC	59	89	Legend of Zelda: Oracle Of Ages, The	Gameboy	95	94
Judge Dredd	PSX	52	64	Killzone: Liberation	PSP	158	89	Kudos	PC	158	75	Legend of Zelda: Oracle Of Seasons, The	Gameboy	95	94
Judge Dredd	SNES/Megadrive	20	72	King Kong	PS2/Xbox/GCN/PC	147	88	Kula World	PSX	56	80	Legend of Zelda: The Minish Cap, The	GBA	137	90
Judge Dredd Pinball	PC	60	85	King of Fighters '95, The	PSX	46	53	Kung Fu Chaos	Xbox	116	82	Legend of Zelda: The Wind Waker, The	GCN	116	97
Judge Dredd: Dredd Vs Death	PS2/Xbox/GCN/PC	123	76	King of Fighters '95, The	Saturn	47	65	Kuri Kuri Mix	PS2	97	83	Legend of Zelda: Twilight Princess, The	Wii	159	96
Juiced	PS2/Xbox/PC	141	79	King of Fighters '95, The	Game Boy	39	80	Kurushi Final	PSX	70	83	Legends of the Ring	SNES	2	84
Juiced	PS2/Xbox	132	84	King of Fighters EX2: Howling Blood, The	GBA	127	82	Kurushii	PSX	48	80	Legends of Wrestling II	Xbox	112	59
Jump Raven	Mac	6	79	King of Fighters: 2000-2001, The	PS2/Xbox	137	84	Kya: Dark Lineage	PS2	125	70	LEGO Racer	N64	76	79
Jumping Flash	PSX	23	83	Kingdom at War	PC	23	55	L.A. Rush	PS2/Xbox	146	60	LEGO Star Wars	PS2/Xbox/PC	140	81
Jumping Flash 2	PSX	34	94	Kingdom Hearts	PS2	110	70	La Pucelle: Tactics	PS2	139	84	LEGO Star Wars II: The Original Trilogy	PS2/Xbox/Xbox 360/PC/GCN	156	87
Jungle Book	SNES	10	77	Kingdom Hearts II	PS2	155	89	La Russa Baseball 95	Megadrive	12	75	Leisure Suit Larry 6	PC	10	82
Jungle Book	Megadrive	9	79	Kingdom Hearts: Chain of Memories	GBA	138	62	Labyrinth of Time	PC	5	78	Leisure Suit Larry VI	PC	3	50
Jurassic Park	Mega CD	4	82	Kingdom Under Fire: Heroes	Xbox	145	81	Lamborghini 64	N64	50	85	Leisure Suit Larry's Casino	PC	59	64
Jurassic Park	SNES	2	87	Kingdom Under Fire: The Crusaders	Xbox	138	80	Lander	PC	69	91	Lemmings	PSX	62	70
Jurassic Park 2: The Chaos Continues	Megadrive	13	75	Kingdom: The Far Reaches	PC	21	5	Lands of Lore	PC	7	86	Lemmings 2: The Tribes	SNES/Megadrive	12	88
Jurassic Park 3: The DNA Factor	GBA	97	55	Kingmaker	PC	13	76	Lands of Lore 2: Guardians of Destiny	PC	48	90	Lemmings 3D	PSX	28	86
Jurassic Park: Operation Genesis	Xbox	117	60	Kingpin	PC	72	86	Lands of Lore 3	PC	68	83	Lemmings Revolution	PC	81	82
Just Cause	PC/Xbox 360	157	89	King's Quest 8	PC	65	91	Landstalker	Megadrive	1	92	Lethal Enforcers	SNES	6	84
Justice League	SNES/Megadrive	20	66	Kings Quest VIII: The Princess Bride	PC	16	70	Last Action Hero	SNES/Megadrive	3	9	Lethal Enforcers	Mega CD	1	89
Justice League Heroes	PS2/Xbox	159	63	Kirby 64	N64	84	85	Last Bronx	Saturn	51	86	Lethal Enforcers II	Megadrive	12	86
KA-50 Hokum	PC	17	83	Kirby Air Ride	GCN	126	50	Last Dynasty, The	PSX	39	78	Lethal Skies	PS2	107	73
Kaido Racer	PS2	148	79	Kirby Canvas Curse	DS	145	86	Last Express, The	PC	44	84	Lethal Weapon	SNES	1	32
Kakuto Chojin	Xbox	113	55	Kirby's Block Ball	Game Boy	34	84	Lawnmower Man, The	SNES	8	65	Let's Smash tennis	N64	65	88
Kameo: Elements of Power	Xbox 360	150	82	Kirby's Dream Course	SNES	21	89	Lawnmower Man, The	PC	8	82	Libero Grande	PSX	62	79
Katamari Damacy	PS2	137	93	Kirby's Fun Pak	SNES	38	86	Le Mans 24 Hour	PSX	76	63	Libero Grande 2	PSX	91	75
Kawasaki Superbike Challenge	Megadrive	18	50	Kirby's Ghost Trap	SNES	23	80	Le Mans 24 Hours	DC	86	92	Lifeforce Tenka	PSX	45	88
Ken Griffey Baseball	Game Boy	50	79	KISS Psycho Circus: The Nightmare Child	PC	85	69	Legacy of Kain: Blood Omen	PSX	43	80	Lighthouse	PC	39	75
Ken Griffey Jr	N64	70	81	KKND	PC	42	82	Legacy of Kain: Defiance	PS2	124	79	Line of Sight: Vietnam	PC	120	60
Kengo: Master Of Bushido	PS2	92	81	Klonoa	PSX	57	91	Legacy of Kain: Soul Reaver	PSX	70	93	Line-Kill Spirits	PC	152	70
Kensei	PSX	67	75	Klonoa 2: Dream Champ Tournament	GBA	148	80	Legend	SNES	11	59	Links LS 1997 Edition	PC	37	90
Kessen	PS2	89	76	Klonoa 2: Lunatea's Veil	PS2	98	87	Legend	PSX	66	68	Links LS 1998 Edition	PC	48	82
Kessen 2	PS2	103	60	Knights and Merchants	PC	63	77	Legend of Blackthorn	PC	16	81	Links LS '99	PC	67	84
Kessen III	PS2	141	80	Knockout Kings 2000	N64	75	57	Legend of Dragoon	PSX	89	80	Links Pro CD	Mac	24	90
Key of Heaven	PSP	150	72	Knockout Kings 2001	PS2	92	87	Legend of Kartia	PSX	71	82	Lion King	Megadrive	14	88
Kick Off World	PSX	59	58	Kohan II: Kings of War	PC	133	78	Legend of Kyrandia 3: Malcolm's Revenge	PC	16	65	Lion King, The	PC	14	79
Kid Klown in Crazy Chase	SNES	15	70	Kohan: Ahriman's Gift	PC	105	89	Legend of Zelda: A Link to the Past, The	GBA	112	93	Lionheart: Legacy of the Crusader	PC	119	84
Kilaek the Blood	PSX	25	40	Konami GB Collection Vol 1	Gameboy	78	70	Legend of Zelda: Collector's Edition, The	GCN	128	90	Litil Divil	PC	4	80
Kill.Switch	PS2	125	77	Konami Krazy Racers	GBA	97	73	Legend of Zelda: Four Swords Adventures, The	GCN	132	89	Live Wire!	PSX	72	75
Killer 7	PS2/GCN	142	78	Koudelka	PSX	85	71	Legend of Zelda: Majora's Mask, The	N64	87	92	LMA Manager 2002	PS2	107	88
Killer Instinct	SNES	23	94	Krazy Ivan	PSX	29	75	Legend of Zelda: Ocarina of Time, The	N64	64	94	Loaded	PSX	29	60
Killer Instinct Gold	N64	42	80	Kronolog: The Nazi Paradox	PC	6	59					Loadstar: Legend of Tully Bodine	PC	25	68



Issue 72 - Braveheart

The local schoolgirls take way too many steroids



Issue 75 - NBA Showtime

Shane Heal played for the Timberwolves. It just made them suck harder



Issue 72 - Kingpin

Ahh, the Pawn-O-Matic. Now I can complete my chess set



Issue 75 - Tomb Raider: The Last Revelation

Gee there must be helium in those things!

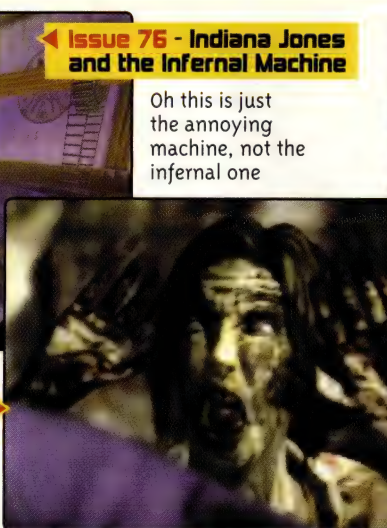
LocoRoco	PSP	154	92	Magic the Gathering	PC	44	91	Maximum Carnage	SNES/Megadrive	12	74	Metal Gear Solid: The Twin Snakes	GCN	127	83
Lode Runner	PC/Mac	11	78	Magic the Gathering: Battlegrounds	Xbox	125	48	MDK	PSX	49	85	Metal Slug 3	PS2/Xbox	137	76
Lode Runner 3D	N64	69	55	Magic the Gathering: Battlemage	PC	43	82	MDK	PC	43	89	Metal Slug Anthology	PSP	157	84
Lomax in Lemmingland	PSX	39	78	Magna Carta	PS2	150	64	MDK 2	DC	81	90	Meteos	DS	148	92
Lone Soldier	PSX	30	52	Majesty	PC	81	80	Me and My Katamari	PSP	153	81	Metroid Fusion	GBA	111	93
Longest Journey, The	PC	99	91	Makai Kingdom: Chronicles of the Sacred Tome	PS2	146	84	Meat Puppet	PC	47	72	Metroid Prime	GCN	113	96
Lord of the Realms 2	PC	40	85	Make My Video: INXS	Mega CD	3	58	Mech Assault	Xbox	112	91	Metroid Prime 2 Echoes	GCN	135	95
Lord of the Rings, The	SNES	20	70	Maken X	DC	83	75	Mech Commander	PC	58	88	Metroid Prime Hunters	DS	152	91
Lord of the Rings: The Battle for Middle-Earth, The	PC	136	77	Manhunt	PS2	124	77	Mech Commander 2	PC	97	91	Metroid Prime Pinball	DS	148	79
Lord of the Rings: The Fellowship of the Ring, The	Xbox	110	75	Maniac Sports	PC	13	40	Mech Platoon	GBA	101	83	Metroid: Zero Mission	GBA	127	78
Lord of the Rings: The Return of the King, The	GBA	124	83	Mansion of Hidden Souls	Mega CD	7	80	Mech Assault 2: Lone Wolf	Xbox	138	86	Metropolis Street Racer	DC	88	92
Lord of the Rings: The Return of the King, The	PS2	122	88	Mansion of Hidden Souls, The	Saturn	28	70	Mechwarrior	SNES	6	75	Miami Vice: The Game	PSP	156	60
Lord of the Rings: The Third Age, The	PS2/Xbox/GCN	135	80	Manx TT	Saturn	43	70	Mechwarrior 2	PSX	43	80	Mickey and Minnie: The Great Circus Mystery	Megadrive	17	58
Lord of the Rings: The Two Towers, The	PS2	111	84	Marathon	Mac	17	92	Mechwarrior 2	PC	21	90	Mickey Mania	SNES	13	80
Lord of the Rings: The Two Towers, The	GBA	112	84	Marathon 2: Durandal	Mac	29	90	Mechwarrior 3	PC	70	89	Mickey's Speedway USA	Gameboy	93	70
Lords of Magic	PC	54	78	Mario & Luigi: Partners in Time	DS	149	88	Mechwarrior 3050	SNES	24	86	Mickey's Speedway USA	N64	91	77
Lords of Midnight	PC	23	45	Mario & Luigi: Superstar Saga	GBA	123	90	Mechwarrior 4: Vengeance	PC	87	92	Mickey's Ultimate Challenge	SNES	7	23
Lords of the Realm	PC	14	82	Mario Andretti's Racing	Megadrive	7	72	Mechwarrior Mercenaries	PC	112	80	Micro Machines	PS2	111	68
Lords of the Realm	PC	21	82	Mario Golf	Gameboy	83	80	Medal of Honor	PSX	77	81	Micro Machines	SNES	12	90
Lost Eden	PC	18	60	Mario Golf	N64	72	86	Medal of Honor: Allied Assault	PC	101	87	Micro Machines	Megadrive	1	90
Lost in Time	PC	5	70	Mario Golf: Advance Tour	GBA	130	85	Medal of Honor: European Assault	PS2/Xbox/GCN	143	81	Micro Machines i&2: Twin Turbo	Gameboy	80	80
Lost Kingdoms	GCN	107	84	Mario Golf: Toadstool Tour	GCN	124	82	Medal of Honor: Frontline	PS2	105	88	Micro Machines 2	PC	22	86
Lost Kingdoms II	GCN	116	85	Mario Hoops: 3 on 3	DS	159	83	Medal of Honor: Infiltrator	GBA	122	85	Micro Machines 2	Megadrive	15	92
Lost Magic	DS	153	68	Mario Kart 64	N64	44	95	Medal of Honor: Pacific Assault	PC	135	79	Micro Machines 2: Turbo Tournament	SNES	30	90
Lost Vikings, The	GBA	117	79	Mario Kart DS	DS	148	93	Medal of Honor: Rising Sun	Xbox	124	63	Micro Machines 2: Turbo Tournament	SNES	35	90
Lost World, The	PSX	49	70	Mario Kart: Double Dash	GCN	123	91	Medal of Honor: Underground	PSX	88	90	Micro Machines 64	N64	66	84
Lotus II	Megadrive	2	59	Mario Kart: Super Circuit	GBA	97	90	Medieval II: Total War	PC	159	94	Micro Machines 96	Megadrive	25	94
Lucky Luke	PSX	57	63	Mario Party	N64	67	79	Medieval: Total War	PC	109	91	Micro Machines V3	PC	59	86
Lufia and the Fortress of Doom	SNES	6	79	Mario Party 2	N64	78	80	Medieval 2	PSX	80	86	Micro Machines V3	PSX	45	91
Luftwaffe Commander	PC	66	74	Mario Party 3	N64	96	73	Medieval Resurrection	PSP	144	65	Micro Machines V4	PS2/PC	154	84
Luigi's Mansion	GCN	104	86	Mario Party 4	GCN	112	69	Mega Bomberman	Megadrive	12	91	Micro Maniacs	PSX	80	88
Lumines	PSP	140	91	Mario Pinball Land	GBA	134	82	Mega Man 2	Game Boy	37	10	Microcosm	PC	6	65
Lumines II	PSP	159	80	Mario Power Tennis	GCN	137	82	Mega Man Battle Network 3: Blue	GBA	120	74	Microcosm	Mega CD	3	83
Lylat Wars	N64	49	94	Mario Smash Football	GCN	152	78	Mega Man X	SNES	6	83	Microsoft Flight Simulator 2000	PC	75	93
M.A.X. Mechanised Assault & Exploration	PC	41	79	Mario Superstar Baseball	GCN	148	66	Mega Race	PC	8	88	Microsoft Flight Simulator 2004	PC	119	85
M1 Tank Platoon	PC	56	80	Mario Tennis	Gameboy	90	90	Megaman Legends	PSX	62	83	Microsoft Flight Simulator V5.1	PC	23	82
Mace Griffin: Bounty Hunter	Xbox	120	76	Mario Tennis	N64	85	91	Megaman Mega World	Megadrive	21	84	Microsoft Golf '98	PC	57	90
Mace: the Dark Ages	N64	52	75	Mario Tennis: Power Tour	GBA	148	87	Megaman Soccer	SNES	19	76	Microsoft Golf '99	PC	67	68
Machiavelli the Prince	PC	21	61	Mario Vs. Donkey Kong	GBA	130	87	Megaman X Command Mission	PS2/GCN	136	70	Microsoft Pinball Arcade	PC	64	88
Machines	PC	69	76	Mark Ecko's Getting Up: Contents Under Pressure	PS2/Xbox	149	80	Megaman X3	PSX	37	65	Microsoft: Combat Flight Sim	PC	64	93
Mad Dog McCree	3DO	5	38	Mark of Kri, The	PS2	114	83	Megaman X4	PSX	62	78	Midnight Club 3: DUB Edition	PS2/Xbox	140	92
Mad Dog McCree	Mega CD	8	75	Marko's Magic Football	Megadrive	8	83	Megaman X7	PS2	127	60	Midnight Club II	PS2	117	90
Madden 2000	Gameboy	78	70	Marsupilami	Megadrive	22	84	Megaman X8	PS2	136	70	Midtown Madness	PC	71	85
Madden 2004	PC	121	90	Marvel Super Heroes	PSX	50	88	Men in Black	PC	52	70	Midtown Madness 2	PC	86	79
Madden 2005	PS2/Xbox/GCN/PC	134	93	Marvel Vs Capcom	Dreamcast	71	87	Men in Black II: Alien Escape	PS2	107	77	Midtown Madness 3	Xbox	119	75
Madden 95	SNES/Megadrive	15	90	Marvel Vs Capcom 2	DC	83	91	Mercedes Benz Truck Racing	PC	87	81	Midway Arcade Treasures	PS2/Xbox	127	75
Madden 97	PC/PSX	39	88	Mashed	PS2/Xbox/PC	131	88	Mercenaries	PS2/Xbox	138	90	Might & Magic IX	PC	105	75
Madden 99	PSX	62	82	Mashed: Fully Loaded	PS2/Xbox	140	89	Mercury	PSP	143	81	Might & Magic 6	PC	57	86
Madden 99	PC	63	85	Mask, The	SNES	22	78	Mercury Meltdown	PSP	157	83	Might and Magic 7	PC	71	85
Madden NFL 07	Xbox 360	156	90	Mass Destruction	Saturn	44	75	Messiah	PC	79	90	Might and Magic 8: Day of the Destroyer	PC	81	69
Madden NFL 2000	PSX	73	85	Master of Orion 2	PC	41	91	Metal Arms: Glitch in the System	Xbox	124	80	Might and Magic: World of Xeen	PC/Mac	20	79
Madden NFL 2001	PS2	89	91	Master of Orion 3	PC	116	80	Metal Dungeon	Xbox	113	59	Mighty Hits	Saturn	41	62
Madden NFL 2002	PC	99	90	Masters of Magic	PC	19	86	Metal Gear Acid 2	PSP	154	84	Mighty Max	SNES/Megadrive	13	48
Madden NFL 2003	GCN	110	88	Mat Hoffman's Pro BMX	GBA	100	80	Metal Gear Acid	PSP	143	75	Mighty Morphin' Power Rangers	Megadrive	14	22
Madden NFL 94	Mega CD	3	85	Matrix: Path of Neo, The	PS2/Xbox/PC	147	81	Metal Gear Solid	Gameboy	79	90	Mighty Morphin' Power Rangers	SNES	13	63
Madden NFL 94	SNES	6	92	Matt Hoffman's Pro BMX	PSX	94	70	Metal Gear Solid	PC	86	90	Mike Tyson Boxing	PSX	86	62
Mafia	PS2	127	70	Max Payne	GBA	125	80	Metal Gear Solid 2	PSX	65	93	Mirage	PC/Mac	23	55
Mafia	PC	109	88	Max Payne	PS2	101	82	Metal Gear Solid 2: Substance	PS2	101	96	Mischief Makers	N64	53	65
Mageslayer	PC	51	62	Max Payne 2	PC	96	89	Metal Gear Solid 3: Snake Eater	Xbox	115	94	Mission Critical	PC	28	80
Magic Carpet	Saturn/PSX	32	83	Max Power Racing	PC	123	88	Metal Gear Solid 3: Subsistence	PS2	157	95	Mission Impossible	PSX	74	78
Magic Carpet	PC	15	90	Maximo	PS2	102	90	Metal Gear Solid VR Missions	PSX	72	85	Mission Impossible	N64	60	82
Magic Carpet 2	PC	25	90	Maximo Vs. Army of Zin	PS2	125	85								

Mission Impossible: Operation Surma	PS2	124	71	Moto GP: URT	Xbox	106	88	Mystical Ninja 2	N64	68	83	NBA Live 98	PC	52	83
MLBPA Baseball	SNES/Megadrive	9	84	Moto Racer	GBA	111	84	Mystical Ninja Goemon	N64	60	83	NBA Live 99	PC	63	85
Moho	PSX	85	80	Moto Racer	PSX	50	87	Myth 2: Soulblighter	PC	65	92	NBA Pro 99	PSX	70	77
Monaco GP 2	Dreamcast	73	80	Moto Racer	PC	48	90	Myth III: The Wolf Age	PC	100	85	NBA Showdown 94	Megadrive	4	87
Monaco GP 2	N64	66	83	Moto Racer 2	PSX	61	83	Myth: The Fallen Lords	PC/Mac	51	92	NBA Showtime	Dreamcast	75	79
Monaco Grand Prix 2	PC	63	79	Moto Racer 3	PC	104	70	N Gen Racing	PSX	82	70	NBA Street	PS2	96	88
Monopoly Tycoon	PC	97	84	Moto X	PSX	40	60	Nzo	PSX	59	83	NBA Street Showdown	PSP	144	78
Monster Hunter Freedom	PSP	153	68	Motocross Championship	32X	15	58	Nagano Winter Olympics '98	PSX/N64	54	60	NBA Street Vol 2	Xbox	115	87
Monster Seed	PSX	67	74	Motocross Madness 2	PC	82	92	Namco Arcade Museum Volume 2	PSX	34	60	NCAA: Road to the Final Four 2	PC	14	78
Monster Truck Madness	PC	38	75	Motor Toon Grand Prix	PSX	20	75	Namco Museum	GBA	103	80	Need for Speed 2	PSX	46	78
Monster Truck Madness 2	PC	57	82	Motor Toon Grand Prix 2	PSX	36	92	Namco Museum 4	PSX	46	48	Need for Speed 2	PC	45	79
Monster Truck Madness 64	N64	73	68	Motorcross Madness	PC	60	92	Namco Museum Battle Collection	PSP	149	78	Need for Speed 3	PC	60	67
Monster Trucks	PSX	50	80	Motorhead	PC/PSX	57	91	Namco Museum Piece Volume 1	PSX	32	80	Need for Speed 3	PSX	56	85
Moon Project, The	PC	96	88	Movies, The	PC	147	90	Nanotek Warriors	PSX	44	74	Need for Speed 4: High Stakes	PSX	68	88
Morrowind	PC	106	93	Mr Domino	PSX	59	69	Nascar '98	PSX	53	79	Need for Speed Underground: Rivals	PSP	143	76
Morrowind: Tribunal	PC	114	79	Mr Driller	PSX	85	71	Nascar Racing	PC	14	63	Need for Speed, The	3DO	16	89
Mort the Chicken	PSX	90	69	Mr Nutz	Megadrive	14	75	NBA 2K	Dreamcast	78	90	Need for Speed, The	PC	25	91
Mortal Coil	PC	33	80	Mr Nutz	SNES	5	86	NBA 2K3	Xbox	114	90	Need for Speed, The	PSX	32	92
Mortal Kombat	PC	5	74	Mr Nutz 2	Megadrive	19	66	NBA 2K6	PS2/Xbox	147	90	Need for Speed: Carbon	PS2/Xbox/Xbox 360/PC	158	80
Mortal Kombat	Megadrive	1	87	Mr. Driller: Drill Spirits	DS	140	72	NBA Ballers	PS2	133	88	Need for Speed: Hot Pursuit	Xbox	111	70
Mortal Kombat	Megadrive	1	88	Ms Pac-Man: Special Edition	Gameboy	76	70	NBA Courtside	N64	58	83	Need for Speed: Most Wanted	PS2/Xbox/PC	147	85
Mortal Kombat 3	SNES/Megadrive	24	91	MTV Music Generator 2	PS2	94	79	NBA Courtside 2002	GCN	106	77	Need for Speed: Underground	PS2	124	86
Mortal Kombat 3	PC/PSX	27	92	MTV Music Generator 3	PS2/Xbox	131	72	NBA Hangtime	N64	48	74	Need for Speed: Underground 2	DS	142	57
Mortal Kombat 4	PC	61	80	MTV Skateboarding	PSX	86	49	NBA Inside Drive 2003	Xbox	112	81	Need for Speed: Underground 2	PS2/Xbox/PC	135	87
Mortal Kombat 4	N64	59	82	MTV Skateboarding	Gameboy	86	70	NBA Jam	Megadrive	3	95	Neon Genesis Evangelion	N64	72	61
Mortal Kombat 4	N64	59	82	MTV Snowboarding	PSX	75	74	NBA Jam 2002	GBA	105	7	Netstorm	PC	51	79
Mortal Kombat Advance	GBA	103	33	MTX Mototrax	PS2/Xbox/PC	127	79	NBA Jam 2004	Xbox	122	71	Networks AIV	PC	23	81
Mortal Kombat CD	Mega CD	9	78	Mucho	PSX	71	73	NBA Jam '99	N64	62	84	Neverhood, The	PC	39	88
Mortal Kombat Gold	Dreamcast	74	60	Multi Racing Championship	N64	51	74	NBA Jam Extreme	PSX	41	75	Neverwinter Nights	PC	107	84
Mortal Kombat II	Megadrive	10	89	Muppets Treasure Island, The	PC/Mac	36	80	NBA Jam Tournament Edition	SNES/Megadrive	18	92	Neverwinter Nights 2	PC	159	88
Mortal Kombat II	PC	18	92	Music 2000	PC	83	83	NBA Jam Tournament Edition	PSX	28	92	Neverwinter Nights: Shadows of Undrentide	PC	119	82
Mortal Kombat II	SNES	10	94	Music 2000	PSX	76	89	NBA Live 2000	PC	75	94	New Super Mario Bros.	DS	153	91
Mortal Kombat Mythologies: Sub Zero	N64	53	45	Mutant League Hockey	Megadrive	7	66	NBA Live 2001	PC	92	80	New Tetris	N64	73	89
Mortal Kombat Trilogy	N64	46	60	Muzzle Velocity	PC	47	45	NBA Live 2003	PS2	112	77	Newman Haas Racing	PSX	55	75
Mortal Kombat Trilogy	PSX	39	75	MVP Baseball 2005	PC	139	80	NBA Live 2005	PS2/Xbox/PC	135	80	Newman-Haas Indycar featuring Nigel Mansell	SNES	18	77
Mortal Kombat: Armageddon	PS2/Xbox	158	86	MX 2002	PS2	97	83	NBA Live 95	Megadrive	13	88	Nexus: The Jupiter Incident	PC	137	84
Mortal Kombat: Deadly Alliance	GBA	115	77	MX Unleashed	PS2/Xbox	128	78	NBA Live 95	PC	19	90	NFL Blitz	N64	61	83
Mortal Kombat: Deadly Alliance	PS2	113	81	MX Vs ATV Unleashed	PS2/Xbox	140	82	NBA Live 96	Megadrive	25	88	NFL Blitz 2000	N64	73	91
Mortal Kombat: Deception	PS2/Xbox	134	83	Myst	PSX	41	60	NBA Live 96	PSX	34	89	NFL Gameday	PSX	31	88
Mortal Kombat: Shaolin Monks	PS2/Xbox/PC	145	85	Myst	3DO	19	95	NBA Live 96	PC	31	92	NFL Quarterback '96	SNES/Megadrive	27	75
Mother 3	GBA	156	92	Myst	PC/Mac	5	96	NBA Live 97	Saturn/PSX	41	80	NFL Quarterback Club 98	N64	53	82
Moto GP	PS2	92	80	Myst III: Exile	PC	94	84	NBA Live 97	Megadrive	40	84				
Moto GP 2	PS2	101	72	Myst IV: Revelation	PC/Mac	134	90								
Moto GP 2	Xbox	118	90	Mystaria: The Realms of Lore	Saturn	33	72								
				Mystic Towers	PC	7	75								



Issue 77 - Resident Evil 3: Nemesis

You'd think the undead could think of something scarier than blowing a raspberry



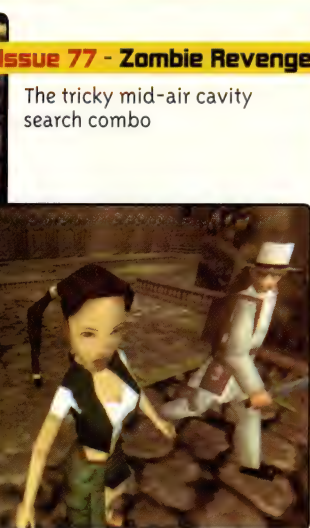
Issue 76 - Indiana Jones and the Infernal Machine

Oh this is just the annoying machine, not the infernal one



Issue 79 - Tomb Raider: The Last Revelation

Lara before she lost the ability to see her feet



Issue 77 - Zombie Revenge

The tricky mid-air cavity search combo

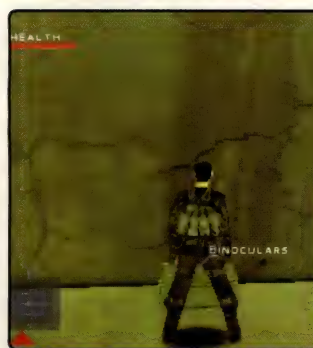
NFL Street	PS2/Xbox/GCN	126	79
NFL Street 2	PS2/Xbox	138	80
NFL Street Unleashed	PSP	144	70
NHL 2000	PSX	75	86
NHL 2004	PS2	124	85
NHL 2K6	Xbox 360	149	84
NHL 96	SNES/Megadrive	25	90
NHL 96	PC	27	90
NHL 97	Megadrive	38	85
NHL 97	Saturn/PSX	40	86
NHL 98	PC	50	90
NHL 99	N64	63	81
NHL 99	PC	62	89
NHL Breakaway '98	N64	54	87
NHL Face Off	PSX	53	79
NHL Faceoff	PSX	33	92
NHL Faceoff 2000	PSX	80	71
NHL Hitz Pro	Xbox	123	88
NHL Hockey 94	Megadrive	2	94
NHL Hockey 94	Mega CD	6	94
NHL Hockey 95	Megadrive	11	93
NHL Powerplay	PSX	53	71
NHL Rivals 2004	Xbox	126	76
NHRA Drag Racing	PC	64	64
Nick Faldo's Championship Golf: Deluxe Edition	PC	24	45
Nigel Mansell's IndyCar Series	SNES	12	72
Night Warriors: Dalkstarkers Revenge	Saturn	35	80
Nightcaster	Xbox	106	72
Nightlong	PC	63	83
Nightmare Before Christmas, The	PS2/Xbox	144	82
Nightmare Creatures	PSX	49	78
NIGHTS	Saturn	37	93
Nightshade	PS2	126	65
Nihilist	PC	39	82
Ninety-Nine Nights	Xbox 360	153	70
Ninja	PSX	61	77
Ninja Assault	PS2	108	70
Ninja Gaiden	Xbox	128	91
Nintendogs	DS	145	82
No Fear Downhill Mountain Biking	PSX	75	81
No One Lives Forever	PS2	106	76
No One Lives Forever	PC	111	82
Noctropolis	PC	15	78
Nocturne	PC	76	80
Noir	PC	43	55
Nomad Soul	PC	75	92
Normality	PC	34	89
Normy's Beachbabe-O-Rama	Megadrive	5	73
Novastorm	PC	14	54
Nox	PC	79	79
Nuclear Strike	PSX	51	85
Nuclear Strike 64	N64	77	75
Oddworld Adventures	Gameboy	67	78
Oddworld Adventures 2	Gameboy	79	70
Oddworld: Abe's Exoddus	PSX	62	92
Oddworld: Abe's Oddysee	PSX	48	92
Oddworld: Munch's Oddysee	Xbox	103	85
Oddworld: Stranger's Wrath	Xbox	138	89
ODT	PSX	63	74
Off World Interceptor	3DO	15	85
Off World Interceptor Extreme	PSX/Saturn	25	80
Offensive	PC	35	50
Official Formula 1	PC	70	81

Offroad Challenge	N64	60	61
Okami	PS2	155	93
Olympic Games	PSX	36	50
Olympic Soccer	PSX	36	83
Olympic Summer Games	SNES	35	11
Olympic Summer Games	Game Boy	35	25
Omega Boost	PSX	70	90
On the Ball: World Cup Edition	PC	17	46
One	PSX	55	80
One Must Fall	PC	14	45
One Piece: Grand Battle	PS2	148	84
Oni	PC	89	90
Onimusha	PS2	91	90
Onimusha 2	PS2	109	88
Onimusha 3: Demon Siege	PS2	130	86
Onimusha: Blade Warriors	PS2	129	60
Onimusha: Dawn of Dreams	PS2	150	88
Operation Crusader	PC/Mac	9	80
Operation Flashpoint	PC	95	93
Operation Logic Bomb	SNES	5	78
Ossu! Tatakae! Ouendan	DS	148	91
Otogi 2	Xbox	139	82
Otogi: The Myth of Demons	Xbox	122	79
Outcast	PC	70	84
Outfit, The	Xbox 360	151	81
Outlaw	PC	44	88
Outlaw Racers	PC	65	64
Outlaw Volleyball	Xbox	124	73
Outpost	PC	11	86
Outpost 2	PC	49	88
Outrun 2	Xbox	133	84
Outwars	PC	57	90
Overboard	PC/PSX	50	86
Overlord	PC	11	84
P.N. 03	GCN	120	80
P.O.D.	PC	43	70
Pac Attack	SNES	11	45
Pacific Air War Gold	PC	19	88
Pac-Man World 2	PS2	114	68
Pac'n Roll	DS	147	79
Pac-Pix	DS	142	79
Pagemaster, The	Megadrive	15	60
Painkiller	PC	129	82
Painkiller: Battle Out of Hell	PC	136	79
Pandemonium	Saturn	47	78
Pandemonium	PSX	40	91
Pandora Directive, The	PC	36	90
Pandora's Box	PC	74	75
Panzer Dragoon	PC	42	84
Panzer Dragoon	Saturn	20	90
Panzer Dragoon 2	Saturn	32	91
Panzer Dragoon Orta	Xbox	115	88
Panzer Dragoon Saga	Saturn	61	90
Panzer Elite Action: Fields of Glory	PS2/Xbox/PC	152	80
Panzer General	PC	16	72
Paparazzi	PC	22	50
Paper Mario	N64	92	90
Paper Mario: The Thousand-Year Door	GCN	134	92
Paperboy	Gameboy	77	30
Paperboy 64	N64	76	56
Papyrus	Gameboy	74	70
PaRappa the Rapper	PSX	47	72
PaRappa the Rapper 2	PS2	101	80
Parasite Eve 2	PSX	85	86
Pariah	PC/Xbox	141	83

Parodius	Saturn/PSX	28	85
Pebble Beach Golf Links	Saturn	21	74
Pebble Beach GolfLinks	Megadrive	4	75
Pen Pen Tri-Icelon	Dreamcast	76	63
Penny Racers	PSX	38	30
Penny Racers	N64	66	70
People's General	PC	63	85
Perfect Dark	Gameboy	86	80
Perfect Dark	N64	82	97
Perfect Dark Zero	Xbox 360	151	86
Perfect General II	PC	22	77
Pet in TV	PSX	58	85
Pete Sampras Extreme Tennis	PSX	35	72
Pete Sampras Tennis	Megadrive	8	88
Pete Sampras Tennis 2	Megadrive	21	88
PGA European Tour	Megadrive	5	90
PGA Golf Tour 486	PC	13	85
PGA Golf Tour III	Mac	22	88
PGA Tour 96	PC	25	80
PGA Tour Golf III	Megadrive	15	86
PGA Tour Pro	PC	47	78
Phalanx	GBA	101	84
Phantasmagoria	PC	24	65
Phantasmagoria 2	PC	43	65
Phantasy Star IV	Megadrive	30	80
Phantasy Star Online	DC	91	89
Phantasy Star Universe	PS2/PC/Xbox 360	159	62
Phantom 2040	Megadrive	19	72
Phantom Brave	PS2	137	89
Phantom Crash	Xbox	113	80
Pharaoh: Cleopatra	PC	85	83
Philisoma	PSX	28	63
Phoenix Wright: Ace Attorney	DS	149	80
Pikmin	GCN	105	90
Pikmin 2	GCN	133	89
Pilgrim	PC	57	62
Pilotwings 64	N64	41	92
Pinball Soccer '98	PC	64	73
Pink Panther: Pink Goes to Hollywood	SNES	6	69
Pinobee: Wings Of Adventure	GBA	96	80
Pirates of Dark Water	Megadrive	10	70
Pirates of the Caribbean	GBA	122	59
Pirates of the Caribbean	Xbox	121	77
Pirates: The Legend Of Black Kat	Xbox	105	74
Pitball	PSX	40	84
Pitfall 3D	PSX	56	79
Pitfall: The Mayan Adventure	PC	24	80
Pitfall: the Mayan Adventure	GBA	96	71
Pitfall: The Mayan Adventure	SNES/Megadrive	14	83
Pizza Tycoon	PC	18	80
Plan, The	PS2	154	31
Plane Crazy	PC	57	86
Planescape Torment	PC	78	90
Plasma Sword	DC	85	77
Playboy: The Mansion	PS2/Xbox/PC	139	74
Player Manager 2	PC	24	86
Player Manager 98-99	PC	66	66
Plok!	SNES	8	84
Pocket Fighter	PSX	61	86
Pocky and Rocky	SNES	1	88
PO'ed	PSX	33	90
PO'ed	3DO	31	93
Point Blank	PSX	55	79

Point Blank 2	PSX	70	87
Point Blank DS	DS	155	61
Pokemon Colosseum	GCN	129	78
Pokemon Dash	DS	140	55
Pokemon Emerald Version	GBA	141	70
Pokemon Gold and Silver	Gameboy	87	90
Pokemon Leaf Green and Fire Red	GBA	132	75
Pokemon Mystery Dungeon	GBA/DS	157	71
Pokemon Pinball: Ruby & Sapphire	GBA	121	80
Pokemon Puzzle Challenge	Gameboy	90	80
Pokemon Puzzle League	N64	90	88
Pokemon Ruby and Sapphire	GBA	115	90
Pokemon Snap	N64	72	88
Pokemon Stadium	N64	80	90
Pokemon Stadium 2	N64	93	80
Pokemon Trading Card Game	Gameboy	84	80
Pokemon XD: Gale of Darkness	GCN	147	71
Pokemon Yellow: Pikachu Ed.	Gameboy	74	80
Police Quest IV: Open Season	PC	4	80
Police Quest: SWAT	PC	29	80
Police Swat 2	PC	60	80
Pool Hustler	PSX	67	77
Pool Of Radiance: The Ruins Of Myth Drannor	PC	97	69
PoPoLoCrois	PSP	152	70
Populous: The Beginning	PC	63	88
Porche Challenge	PSX	43	89
Porsche 2000	PSX	81	79
Postal	PC/Mac	48	80
Power Drive	SNES	14	77
Power Pete	Mac	24	77
Power Pro Tennis: WTA Edition	GBA	105	80
Power Serve Tennis	PSX	30	75
Power Stone	Dreamcast	71	91
Power Stone 2	DC	85	86
Power Stone Collection	PSP	157	85
Powerdrome	PS2/Xbox	135	80
PowerHouse	PC	22	75
Powerpuff Girls: Mojo Jojo A-Go-Go, The	GBA	108	62
Powerslide	PC	63	89
Poy Poy	PSX	57	89
Poy Poy 2	PSX	66	89
Praetorians	PC	115	77
Prehistorik Man	SNES	47	69
Premier Manager '98	PC/PSX	60	76
Premier Manager '99	PSX	67	68
Prey	PC/Xbox 360	155	86
Primal	PS2	115	60
Primal Rage	Megadrive	22	83
Prime Goal EX: European Tour	PSX	35	55
Prince of Persia	Megadrive	4	82
Prince of Persia	GBA	123	63
Prince of Persia 2	Mac	10	86
Prince of Persia 3D	PC	74	82
Prince of Persia: Revelations	PSP	148	78
Prince of Persia: The Sands of Time	PS2	123	93
Prince of Persia: The Sands of Time	Xbox	127	93
Prince of Persia: The Two Thrones	PS2/Xbox/GCN/PC	147	91
Prince of Persia: The Warrior Within	PS2/Xbox/GCN/PC	135	88
Prisoner of Ice	PC	23	75
Prisoner of War	PS2	107	74
Privateer	PC	2	91

Privateer 2: The Darkening	PC	39	92	Pyrotechnica	PC	20	68	Ranger X	Megadrive	1	88	Red Faction II	GCN	119	71
Prize Fighter	Mega CD	7	70	Quake	Saturn	52	82	Rapid Racer	PSX	49	90	Red Faction II	PS2	110	83
Pro 18 World Tour Golf	PC	69	75	Quake	PC	36	96	Rapid Reload	PSX	25	56	Red Zone	Megadrive	16	78
Pro Cast Sports Fishing	Xbox	118	59	Quake 4	PC	147	84	Raptor	PC	7	75	RedCard	PS2	105	65
Pro Evolution Soccer	PS2	100	91	Quake 64	N64	55	85	Rascal	PSX	54	77	Redguard	PC	65	81
Pro Evolution Soccer 2	PS2	111	93	Quake II	PSX	75	83	Ratchet & Clank	PS2	111	83	Redjack	PC	60	57
Pro Evolution Soccer 3	PS2	123	93	Quake II	N64	70	85	Ratchet & Clank 2	PS2	122	90	Redline	PC	68	78
Pro Evolution Soccer 4	PS2/Xbox/PC	134	94	Quake II	PC	52	96	Ratchet & Clank 3	PS2	135	91	Redline Racer	PC	57	85
Pro Evolution Soccer 5	PS2/Xbox/PC	146	95	Quake II MP: The Reckoning	PC	58	65	Raven Project, The	PC	29	72	Redneck Rampage	PC	45	87
Pro Evolution Soccer 6	PS2/Xbox 360/PC	158	95	Quake II: Ground Zero	PC	61	90	Ravenloft	PC	7	80	Redneck Rampage 2	PC	57	73
Pro Pilot '99	PC	65	76	Quake III Arena	DC	89	86	Ray Crisis	PSX	86	68	Relentless: Twinsen's Adventure	PC	14	93
Pro Pinball Big Race USA	PSX	66	78	Quake III Arena	PC	77	95	Ray Storm	PSX	44	90	Re-Loaded	PSX	43	68
Pro Pinball Big Race USA	PC	63	79	Quake III Revolution	PS2	93	87	Ray Tracers	PSX	45	76	Remote Control Dandy	PSX	73	82
Pro Rally 2001	PC	89	70	Quake III: Team Arena	PC	90	70	Rayman	PSX	28	75	Ren and Stimpy Show: Stimpy's Invention, The	Megadrive	5	80
Pro Tennis: WTA Tour	PS2	107	62	Quake: Dissolution of Eternity	PC	44	77	Rayman	PC	33	86	Ren and Stimpy Show: Veediots, The	SNES	3	78
Probotector	Megadrive	12	85	Quake: The Scourge of Armagon	PC	43	92	Rayman 2	Dreamcast	79	89	Ren and Stimpy: Time Warp	SNES	16	69
Project Eden	PS2	98	80	Quantum Gate	PC	6	58	Rayman 2	N64	74	90	Renegade: Battle for Jacob's Star	PC	21	86
Project Gotham Racing	Xbox	102	91	Quantum Redshift	Xbox	111	70	Rayman 2: The Great Escape	PSX	85	87	Rengoku: Tower of Purgatory	PSP	151	49
Project Gotham Racing 2	Xbox	123	92	Quarantine	3DO	19	85	Rayman 3: Hoodlum Havoc	GCN	114	90	Rent A Hero	PC	71	70
Project Gotham Racing 3	Xbox 360	150	88	Quarterback Club '99	N64	62	80	Rayman Advance	GBA	95	79	Republic: The Revolution	PC	118	80
Project IGI	PC	88	85	Quest For Glory 5	PC	65	89	Rayman Raving Rabbids	PS2/Wii/PC	159	74	Requiem	PC	69	85
Project Overkil	PSX	40	78	R Type Delta	PSX	66	89	RC Revenge	PSX	86	72	Resident Evil	Saturn	49	78
Project Rub	DS	138	79	R: Racing	PS2/Xbox/GCN	128	63	RC Stuntcopter	PSX	61	75	Resident Evil	PC	51	78
Project Zero	PS2	109	81	RAC Rally Championship	PC	38	70	Ready 2 Rumble	Gameboy	78	50	Resident Evil	PSX	33	90
Project Zero 3: The Tormented	PS2	150	87	Racing Aces	Mega CD	8	17	Ready 2 Rumble	PSX	75	75	Resident Evil	GCN	108	92
Project Zero II: Crimson Butterfly	PS2	130	85	Racing Evoluzione	Xbox	115	84	Ready 2 Rumble Round 2	PS2	88	80	Resident Evil 2	N64	77	87
Project: Snowblind	PS2/Xbox/GCN	138	77	Radical Rex	SNES	12	70	Reah	PC	63	60	Resident Evil 2	DC	81	87
Prophecy of Light and Dark	PC	57	80	Rage of Mages	PC	61	83	Realms of Arkania III: Shadows over Riva	PC	46	81	Resident Evil 2	PC	69	91
PSI-Ops: The Mindgate Conspiracy	PS2/Xbox	131	86	Rage Racer	PSX	44	82	Realms of Arkania: Star Trail	PC	14	80	Resident Evil 2	PSX	55	92
Psybadek	PSX	64	76	Raiden Project, The	PSX	28	80	Realms of the Haunting	PC	42	90	Resident Evil 2 & 3	GCN	119	67
Psychic Force 2012	Dreamcast	77	75	Railroad Tycoon 3	PC	124	84	Reap, The	PC	54	89	Resident Evil 3: Nemesis	PSX	77	87
Psychonauts	PS2/Xbox/PC	145	94	Railroad Tycoon Deluxe	PC	2	86	Reboot	PSX	56	88	Resident Evil 4	GCN	138	94
Psychotron, The	PC	12	25	Rakuga Kids	N64	64	80	Recoil	PC	68	82	Resident Evil 4	PS2	146	94
Puggsy	Megadrive	2	86	Rallisport Challenge	Xbox	103	87	Red Alert	PC	40	92	Resident Evil Zero	GCN	113	87
Pugley's Scavenger Hunt	SNES	1	92	Rallisport Challenge 2	Xbox	128	83	Red Alert 2	PC	87	91	Resident Evil: Code Veronica	DC	82	93
Punch King	GBA	109	69	Rally Championship	PS2	105	80	Red Alert 2: Yuri's Revenge	PC	99	82	Resident Evil: Code Veronica X	GCN	126	60
Punisher, The	Megadrive	18	48	Rally Championship 2000	PC	76	80	Red Alert: Counterstrike	PC	44	70	Resident Evil: Code Veronica X	PS2	98	79
Punisher, The	PS2/Xbox/PC	138	76	Rally Cross	PSX	47	89	Red Baron 3D	PC	65	80	Resident Evil: Dead Aim	PS2	116	69
Pure Wargame: Death from Above	PC	21	72	Rally Cross 2	PSX	65	75	Red Baron II	PC	54	84	Resident Evil: Survivor	PSX	81	39
Putty Squad	Megadrive	21	55	Rally Fusion: Race of Champions	Xbox	112	70	Red Dead Revolver	PS2/Xbox	129	84	Retribution	PC	17	67
Puyo Pop Fever	PS2	125	79	Rampage 2: Universal Tour	N64	69	55	Red Dog: Superior Firepower	DC	81	79	Retro Atari Classics	DS	141	70
				Rampage World Tour	N64	57	70	Red Faction	Ngage	125	65	Retro Force	PSX	68	67
				Rampage World Tour 2	PSX	68	75	Red Faction	PS2	93	91	Return Fire	PC	35	75
				Rampage: Total Destruction	PS2	152	32					Return Fire	3DO	17	83



Issue 80 - Syphon Filter 2

The menu system reminds our hero where he stuck his binoculars

Issue 82 - Shogun: Total War

Capture the flag just got that bit harder



Issue 84 - Kirby 64

Everything's grand in testicle land

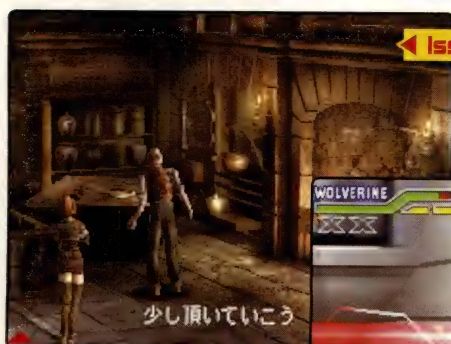
Issue 85 - Age of Empires 2

Summer Bay was never the same after the Vikings arrived



Return Fire 2	PC	63	78	Rocko's Modern Life: Spunky's Dangerous Day	SNES	17	79	Sea Quest DSV	SNES	17	84	Shanghai True Valour	PSX	67	75
Return To Castle Wolfenstein	PC	100	86	Rockstar Games Presents Table Tennis	Xbox 360	153	83	Seal of the Pharaoh	3DO	20	5	Shanghai: Great Moments	PC	19	79
Return to Castle Wolfenstein: Tides of War	Xbox	118	75	Rocky Legends	PS2/Xbox	134	71	Second Samurai	Megadrive	14	57	Shannara	PC	29	65
Return to Kronodor	PC	64	74	Rogue Ops	Xbox	128	24	Second Sight	PS2/Xbox/GCN	132	76	Shaq Fu	SNES/Megadrive	13	77
Return to Zork	PC	2	85	Rogue Spear	PSX	93	69	Secret of Evermore	SNES	30	92	Shattered Steel	PC	40	84
Reunion	PC	8	66	Rogue Spear	PC	73	90	Secret of Mana	SNES	5	93	Shaun Palmer's Pro Snowboarder	GBA	101	77
Revenant	PC	76	86	Rogue Trip	PSX	62	76	Secret Weapons Over Normandy	PS2/Xbox/PC	123	79	Shaun Palmer's Pro Snowboarder	PS2	101	78
Revenge of the Ninja	Mega CD	7	32	Rogue Trooper	PS2/Xbox/PC	152	76	Secrets of the Luxor	PC/Mac	34	83	Sheep	PSX	89	70
Re-Volt	PC	71	80	Roland Garros	PC	49	71	Seek and Destroy	PS2	121	72	Shellshock	Saturn	33	69
Re-Volt	Dreamcast	77	80	Roland Garros '98	PC	63	60	Seek and Destroy	PC	34	83	Shellshock: Nam '67	PS2/Xbox/PC	130	72
Revolution X	SNES	29	62	Rollcage	PSX	66	92	Sega Ages	Saturn	42	63	Shenmue	DC	88	94
ReZ	PS2	100	80	Rollcage 2	PSX	80	79	Sega GT	DC	87	90	Shenmue II	Xbox	113	85
Richard Burns Rally	PS2/Xbox/PC	131	82	RollerCoaster Tycoon	PC	67	91	Sega GT 2002	Xbox	112	83	Sherlock Holmes Consulting Detective Vol. II	Mega CD	1	70
Riddle of Master Lu, The	PC	27	50	RollerCoaster Tycoon 2	PC	110	86	Sega Rally	PC	42	81	Sherlock Holmes: Case of the Rose Tattoo	PC	39	90
Ridge Racer	PSP	140	93	RollerCoaster Tycoon 2: Wacky Worlds	PC	118	60	Sega Rally	Saturn	28	91	Shin Megami Tensei: Lucifer's Call	PS2	141	86
Ridge Racer	PSX	18	92	RollerCoaster Tycoon 3	PC	135	81	Sega Rally 2	Dreamcast	72	91	Shin Shinobi Den	Saturn	25	60
Ridge Racer 2	PSP	157	91	Rome: Total War	PC	134	93	Sega Soccer Slam	GCN	108	85	Shining Force II	Megadrive	10	76
Ridge Racer 6	Xbox 360	149	89	Rosco McQueen	PSX	49	78	Sega Superstars	PS2	135	74	Shining Force: Resurrection of the Dark Dragon	GBA	131	71
Ridge Racer 64	N64	79	90	RTX Red Rock	PS2	119	70	Sega Touring Car	Saturn	51	75	Shining Soul 2	GBA	129	90
Ridge Racer DS	DS	143	69	R-Type Final	PS2	128	80	Sensible Soccer	SNES/Megadrive	2	88	Shining the Holy Ark	Saturn	47	73
Ridge Racer Revolution	PSX	32	88	R-Type II: The Third Lightning	SNES	4	90	Sensible Soccer	Mega CD	9	89	Shining Wisdom	Saturn	36	82
Ridge Racer Type 4	PSX	66	89	R-Types	PSX	61	84	Sensible Soccer 2006	PS2/Xbox/PC	153	80	Shinobi	PS2	115	80
Ridge Racer V	PS2	87	85	Rub Rabbits, The	DS	151	75	Sensible World of Soccer	PC	28	95	Shinobido: Way of the Ninja	PS2	155	64
Riding Spirits II	PS2	129	67	Rugby 2001	PC	85	82	Sentinel Returns	PC/PSX	58	85	Shivers	PC/Mac	28	65
Righteous Fire	PC	7	82	Rugby 2001	PS2	94	86	Separation Anxiety	SNES	27	62	Shock Wave	3DO	11	93
Ring	PC	62	57	Rugby 2004	PS2	122	69	Serf City: Life is Feudal	PC	9	60	Shockwave 2	3DO	29	93
Ring Of Red	PS2	93	86	Rugby 2005	PS2/Xbox/PC	139	80	Serious Sam	Xbox	113	84	Shockwave Assault	PC	29	75
Riot	PSX	43	79	Rugby League	PS2	124	79	Serious Sam	PC	92	85	Shockwave: Operation Jumpgate	3DO	17	78
Ripper	PC	32	89	Rugby World Cup 1995	PC	22	80	Serious Sam II	PC/Xbox	145	66	Shogo M.A.D.	PC	62	84
Rise & Fall: Civilizations at War	PC	155	59	Rugby World Cup 95	Megadrive	15	86	Serious Sam: Next Encounter	PS2/GCN	130	75	Shogun	PC	82	92
Rise of Legends	PC	154	88	Rumble Roses	PS2/Xbox	138	73	Serious Sam: The Second Encounter	PC	102	85	Shox	PS2	113	82
Rise of Nations	PC	117	89	Run Like Hell	Xbox	120	62	Settlers	PC	10	75	Shrek	Xbox	102	69
Rise of Nations: Thrones & Patriots	PC	129	90	Rune	PC	88	80	Settlers 2	PC	34	86	Sid Meier's Civilization II	PSX	69	70
Rise of the Robots	Megadrive	14	55	Rune War	PC	54	75	Settlers 3	PC	64	80	Sid Meier's Civilization II	PC	30	96
Rise of the Robots	PC	13	60	Rush 2: Extreme Racing USA	N64	65	85	Settlers 4	PC	91	73	Sid Meier's Civilization III	PC	99	95
Rise of the Triads	PC	17	76	Rush for Berlin	PC	155	78	Settlers II Mission CD	PC	43	71	Sid Meier's Civilization IV	PC	147	96
Rise of the Triads Extreme	PC	30	79	Rygar	PS2	118	79	Seven Cities of Gold Commemorative Edition	PC	2	53	Sid Meier's Civilization IV: Warlords	PC	155	87
Rise to Honour	PS2	127	66	Sabre Wulf	GBA	128	80	Severance: Blade Of Darkness	PC	90	90	Sid Meier's Pirates!	PC	136	80
Risk: The World Conquest Game	PS2	127	40	Sacred	PC	128	77	Shade: Wrath of Angels	PS2/Xbox	134	73	Sid Meier's Sim Golf	PC	102	85
Rival Realms	PC	63	79	Sacrifice	PC	86	90	Shadow Gunner	PSX	61	69	Sign of the Sun	PC	57	72
Rival Schools	PSX	61	90	Saga	PC	70	49	Shadow Hearts	PS2	106	75	Silent Hill	PSX	70	90
Riven	PC	51	82	Saga Frontier 2	PSX	79	72	Shadow Hearts: Covenant	PS2	137	88	Silent Hill 2	PS2	99	88
River World	PC	63	62	Saint's Row	Xbox 360	156	84	Shadow Hearts: From the New World	PS2	155	81	Silent Hill 2: Inner Fears	Xbox	110	87
Road Champs: BXS Stunt Biking	Gameboy	92	80	Sam & Max CD-ROM	PC	8	95	Shadow Man	N64	71	90	Silent Hill 3	PS2	118	92
Road Rash	Saturn	36	89	Sam & Max Hit the Road	PC	3	93	Shadow Man	PC	71	90	Silent Hill 4: The Room	PS2/Xbox/PC	133	85
Road Rash	PSX	30	91	Sam and Max: Culture Shock	PC	158	86	Shadow Master	PSX	52	74	Silent Scope	DC	87	61
Road Rash	3DO	12	94	Samurai Jack: The Shadow of Aku	PS2/Xbox/GCN	131	63	Shadow of Rome	PS2	137	77	Silent Steel	PC	28	78
Road Rash 3	Megadrive	17	85	Samurai Showdown	Megadrive	19	86	Shadow of the Colossus	PS2	147	86	Silpheed	Mega CD	2	85
Road Rash 3D	PSX	58	70	Samurai Showdown	3DO	16	90	Shadow Ops: Red Mercury	PC/Xbox	131	60	Silver	PC	66	84
Road Rash 64	N64	74	73	Samurai Showdown 3	PSX	39	78	Shadow the Hedgehog	PS2/Xbox/GCN	147	56	Silverload	PC	22	75
Road Rash: Jailbreak	PSX	79	70	San Francisco Rush	N64	52	91	Shadow Warrior	PC	49	85	Sim City 2000	PC/Mac	5	96
Roadkill	PS2	124	49	San Francisco Rush 2049	DC	87	76	Shadowbane	PC	117	77	Sim City 2000: Great Disasters	PC	8	55
Robin Hood: The Legend Of Sherwood	PC	112	83	Sango Fighter	PC	8	80	Shadowgate 64	N64	73	38	Sim City 3000	PC	66	87
Robocop vs. Terminator	Megadrive	2	75	Santa Fe Mysteries: The Elk Moon Murder	PC	36	70	Shadowgrounds	PC	152	76	Sim City 4	PC	113	92
Robotech: Battlecry	Xbox	113	81	Saturday Night Slammasters	Megadrive	18	85	Shadowrun	SNES	2	89	Sim Coaster	PC	91	78
Robotron X	N64	57	65	Saturn Bomberman	Saturn	43	92	Shame Game	PC/Mac	19	85	Sim Isle	PC	27	72
Robots	PS2/Xbox/GCN/PC	139	70	Scarface: The World is Yours	PS2/Xbox/PC	158	84	Shane Warne Cricket	SNES	33	86	SimCity 2000	Saturn	31	89
Rock 'n Roll Racing	Megadrive	13	80	SCARS	98145.452	62	83	Shane Warne Cricket '99	PSX	63	84	Simcopter	PC	41	76
Rock 'n Roll Racing	SNES	5	90	98145.452	PSX	60	85	Shanghai Dynasty	PC	53	87	Simfarm	PC	2	54
Rocket Knight Adventures	Megadrive	1	84	Scottish Open Virtual Golf, The	32X/PC	21	65	Shanghai II: Dragon's Eye	PC	9	90	Sim-Golf	PC	40	40
Rocket: Robot on Wheels	N64	76	84	Screamer	PC	27	70					Simon the Sorcerer	PC	3	91
				Screamer 2	PC	39	86								

Simon the Sorcerer 2	PC	24	70	Smash Tennis	SNES	17	76	Sonic the Hedgehog	Xbox 360	159	30	Spider-Man 2 DS	DS	138	58
Simpsons Road Rage	GBA	120	59	Smuggler's Run	PS2	88	84	Soul Blade	PSX	42	90	Spider-Man 2: Enter Electro	PSX	99	70
Simpsons Skateboarding, The	PS2	112	30	Smuggler's Run 2	PS2	100	87	Soul Calibur	Dreamcast	72	96	Spider-Man vs. The Kingpin	Mega CD	3	73
Simpsons Wrestling	PSX	91	16	Smuggler's Run: Warzones	GCN	110	82	Soul Calibur II	PS2	117	94	Spider-Man: Mysterio's Menace	GBA	99	79
Simpsons: Hit & Run	PS2/Xbox/ GCN/PC	123	74	Smurfs	PSX	75	62	Soul Calibur III	PS2	147	95	Spider-Man: The Movie	PC	105	80
Simpsons: Night Of The Living Treehouse Of Horror, The	Gameboy	93	40	Snatcher	Mega CD	18	78	Soul Reaver	DC	80	92	Splashdown	PS2	98	80
Sims 2, The	PS2/Xbox/ GCN	147	84	SNK Vs Capcom: Chaos	PS2/Xbox	140	61	Soul Reaver 2	PS2	101	82	Splatterhouse 3	Megadrive	2	78
Sims 2, The	PC	133	91	Sno Cross Championship	PSX	90	70	Soulstar	Mega CD	14	78	Sprung	DS	139	41
Sims, The	PS2	113	86	Snow Racer '98	PSX	57	74	South Park 64	N64	65	61	Spud	PC	30	65
Sims, The	PC	78	94	Snow Wave Avalanche	PC	64	38	South Park Rally	PSX	77	49	Spy Hunter	GBA	107	69
Sims: Bustin' Out, The	GBA	127	75	Snowboard Kids 2	N64	68	60	South Park: Chef's Luv Shack	PSX	76	70	Spy Hunter	PS2	97	90
Sims: Bustin' Out, The	PS2	125	79	Soccer Kid	PC	17	62	Soviet Strike	Saturn	43	80	Spy Vs Spy	Gameboy	74	70
Sims: Hot Date, The	PC	100	84	Soccer Manager	Megadrive	12	56	Soviet Strike	PSX	39	90	Spycraft: The Great Game	PC	30	75
Sims: Houseparty, The	PC	92	72	SOCOM 3: US Navy Seals	PS2	152	70	Space Bucks	PC	31	60	Spyro 2: Gateway to Glimmer	PSX	76	90
Sims: Livin' Large, The	PC	85	79	Socom II	PS2	126	82	Space Channel 5	Dreamcast	79	84	Spyro 3: Year Of The Dragon	PSX	86	90
Sims: Superstar, The	PC	118	72	SOCOM: US Navy Seals	PS2	117	75	Space Invaders	Gameboy	76	70	Spyro the Dragon	PSX	61	85
SimTower	PC/Mac	15	70	SOCOM: US Navy Seals Fireteam Bravo	PSP	152	87	Space Invaders	GBA	105	79	Spyro: A Hero's Tail	PS2/Xbox/ GCN	136	77
SimTown	PC	22	75	Soldier of Fortune	PC	81	89	Space Jam	PSX	41	71	Spyro: Enter the Dragonfly	PS2	113	67
SIN	PC	63	89	Soldier of Fortune II: Double Helix	Xbox	118	77	Space Quest VI: The Spinal Frontier	PC	22	79	Spyro: Fusion	GBA	131	60
SIN Episodes: Emergence	PC	154	83	Soldier of Fortune II: Double Helix	PC	106	78	Space Station Silicon Valley	Gameboy	85	60	Spyro: Season Of Ice	GBA	99	79
SIN: Wages of Sin	PC	68	90	Soldiers at War	PC	58	78	Space Station Silicon Valley	N64	63	88	Sronghold 2	PC	141	65
Singles: Flirt Up Your Life	PC	130	60	Soldiers: Heroes of World War II	PC	131	84	Spacehulk	3DO	27	93	SSN-21 Seawolf	PC	7	83
Skeleton Krew	Megadrive	21	82	Sonic	PC	39	84	Spaceward Ho!	Mac	20	59	SSX	PS2	87	83
Skeleton Warriors	PSX	36	65	Sonic & Knuckles	Megadrive	11	78	Sparkster	Megadrive	12	87	SSX 3	PS2/Xbox/ GCN	123	83
Skies of Arcadia	GCN	117	84	Sonic 3	Megadrive	4	90	Spartan: Total Warrior	PS2/Xbox/ GCN	146	88	SSX On Tour	PS2/Xbox/ GCN	147	83
Skies of Arcadia	DC	94	90	Sonic 3D Blast	Saturn	42	65	Spawn	Gameboy	83	40	SSX Tricky	PS2	99	80
Skitchin'	Megadrive	4	89	Sonic Advance	GBA	102	90	Spawn	SNES	27	65	Stalingrad	PC	18	85
Sky Odyssey	PS2	94	80	Sonic Advance 2	GBA	116	88	Spawn: Armageddon	PS2	125	33	Star Chamber	PC	127	85
Sky Puppy	PC	156	62	Sonic Advance 3	GBA	129	76	Spec Ops: Covert Assault	PSX	96	65	Star Control II	3DO	18	77
Sky Target	Saturn	45	65	Sonic Adventure	Dreamcast	73	90	Spec Ops: Stealth Patrol	PSX	79	65	Star Crusader	PC	14	86
Skyblazer	SNES	3	82	Sonic Adventure 2	DC	95	87	Special Ops	PC	59	80	Star Fighter	3Do	31	88
Slam 'n Jam 95	3DO	21	70	Sonic Adventure 2 Battle	GCN	105	77	Speed Devils	Dreamcast	74	80	Star Fox Adventures	GCN	111	82
Slam 'n Jam 96	PSX	39	75	Sonic CD	Mega CD	2	89	Speed Freaks	PSX	69	81	Star Fox Command	DS	157	73
Slam Tennis	Xbox	107	79	Sonic Heroes	GCN	124	67	Speed Kings	Xbox	119	69	Star Fox: Assault	GCN	143	60
Slave Zero	PC	78	82	Sonic Jam	Saturn	48	75	Speed Rally	PC	53	89	Star Fox: Gladiator	PSX	37	80
Sled Storm	PSX	73	79	Sonic Mega Collection	GCN	115	72	Speedball 2	GBA	114	76	Star Ocean: Second Story	PSX	82	91
Slip Stream 5000	PC	22	82	Sonic Mega Collection Plus	PS2/Xbox	138	70	Speedbustars	PC	63	86	Star Ocean: Till the End of Time	PS2	133	86
Sly 2: Band of Thieves	PS2	134	90	Sonic R	Saturn	51	82	Speedy Gonzales: Aztec Adventures	Gameboy	82	40	Star Reach	PC	17	82
Sly 3: Honour Among Thieves	PS2	146	84	Sonic Riders	PS2/Xbox/ GCN	151	65	Spellforce: The Order of Dawn	PC	132	86	Star Trek Voyager: Elite Force	PC	86	92
Sly Raccoon	PS2	112	80	Sonic Rivals	PSP	159	60	Sphinx and the Cursed Mummy	Xbox	127	62	Star Trek: 25th Anniversary	PC	5	82
Smart Bomb	PSP	143	45	Sonic Rush	DS	148	81	Spider-Man	PSX	86	80	Star Trek: Armada II	PC	101	69
Smash Court Tennis	PSX	38	88	Sonic Shuffle	DC	89	72	Spider-Man	GBA	106	83	Star Trek: Away Team	PC	93	82
Smash Court Tennis 2	PS2	129	83	Sonic Spinball	Megadrive	2	88	Spider-Man 2	PSP	144	79	Star Trek: Birth of the Federation	PC	70	87
Smash Court Tennis Pro Tournament	PS2	105	77					Spider-Man 2	PS2/Xbox/ GCN/PC	131	85				



Issue 85 - Koudelka

Excuse me miss, maybe you could help me scrub these Japanese characters off my kitchen floor?

Issue 85 - X-Men Mutant Academy

Wolverine always wins the Friday night limbo competition



Issue 89 - Gunman Chronicles

A challenge is made: burp the alphabet or else!

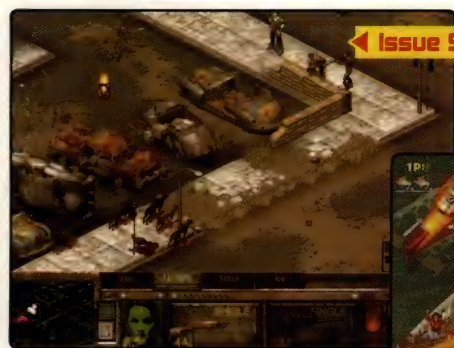
Issue 92 - Black & White

It's not often we put Cam's family photos in the magazine



Star Trek: Bridge Commander	PC	103	80	Star Wars: Starfighter	PS2	91	90	Striker 96	Saturn	35	79	Superbike World Championship	PC	65	79
Star Trek: Elite Force II	PC	119	78	Star Wars: Super Bombad Racing	PS2	92	67	Stronghold	PC	100	89	Superbike World Championship	PC	68	86
Star Trek: Generations	PC	46	70	Star Wars: The Clone Wars	GCN	111	78	Stubbs the Zombie	PS2/Xbox/PC	146	84	Supercross	PSX	91	79
Star Trek: Hidden Evil	PC	77	59	Star Wars: TIE Fighter	PC	10	95	Stunt Race FX	SNES	9	92	Supercross 2000	N64	79	82
Star Trek: Invasion	PSX	86	83	Star Wars: TIE Fighter - Defender of the Empire	PC	16	86	Stuntman	PS2	108	79	Superman	N64	71	10
Star Trek: Judgement Rights	PC	5	56	Star Wars: X-Wing - B-Wing	PC	3	89	Stupid Invaders	PC	89	82	Suzuki Alstare Racing	Gameboy	75	60
Star Trek: Starfleet Academy	PC	50	89	Star Wars: X-Wing Alliance	PC	67	90	SU-27 Flanker	PC	28	89	Suzuki Alstare Racing	Dreamcast	74	75
Star Trek: Starfleet Command	PC	74	86	Star Wars: X-Wing Vs. TIE Fighter	PC	44	93	Sub Culture	PC	53	83	SWAT 4	PC	139	86
Star Trek: Starfleet Command III	PC	113	67	Star Wars: Yoda Stories	Gameboy	80	60	Submarine Commander	PSX	95	70	SWAT 4: The Stechkov Syndicate	PC	150	83
Star Trek: The Next Generation - Future's Past	SNES	11	74	Star X	GBA	106	52	Subterranea	Megadrive	8	85	SWAT: Global Strike Team	Xbox	123	75
Star Trek: The Next Generation "A Final Unity"	PC	20	92	Starcraft	PC	56	91	Subwar 2050	PC	7	88	Sword of Etheria	PS2	149	74
Star Wars Arcade	32X	14	70	Starcraft 64	N64	81	86	Sudden Strike	PC	94	81	Sword of Mana	GBA	123	84
Star Wars Trilogy: Apprentice of the Force	GBA	135	79	Starcraft: Brood War	PC	65	90	Sudeki	Xbox	132	74	Sword of The Berserk	DC	82	71
Star Wars: Battlefront	PS2/Xbox/PC	134	76	Starcraft: Insurrection	PC	59	70	Suffering, The	PS2/Xbox	128	81	Sword of the Samurai	PS2	115	80
Star Wars: Battlefront II	PS2/Xbox/PC	146	89	Starfighter 3000	PSX	39	78	Suffering: Ties That Bind, The	PS2/Xbox/PC	146	83	Swords of Destiny	PS2	149	58
Star Wars: Bounty Hunter	PS2	112	84	Starlancer	DC	89	82	Suikoden	PSX	46	83	SX Superstar	Xbox	119	61
Star Wars: Dark Forces	PSX	41	79	Starlancer	PC	80	90	Suikoden V	PS2	157	85	Sydney 2000	DC	85	70
Star Wars: Dark Forces	PC	18	96	Starlord	PC	7	80	Summoner	PS2	87	90	Sylvester & Tweety in Cagey Capers	Megadrive	8	78
Star Wars: Dark Forces	Mac	22	96	Stars!	PC	43	55	Summoner 2	PS2	110	85	Syndicate	Megadrive	12	82
Star Wars: Demolition	PSX	88	70	Starship	PC	6	60	Summoner: A Goddess Reborn	GCN	114	82	Syndicate Wars	PC	39	80
Star Wars: Empire at War	PC	150	84	Starship Troopers	PC	88	82	Super Baseball 2020	Megadrive	1	80	Syndicate Wars	PSX	47	85
Star Wars: Episode I - Battle For Naboo	N64	90	89	Starshot	N64	62	50	Super Battletank 2	SNES	7	60	Syndicate: American Revolt	PC	5	90
Star Wars: Episode I - Jedi Power Battles	PSX	80	84	Starsiege	PC	67	76	Super Bomberman	SNES	2	92	Syphon Filter	PSX	69	92
Star Wars: Episode I - The Phantom Menace	PC	69	80	Starsiege Tribes	PC	65	90	Super Bomberman 3	SNES	27	93	Syphon Filter 2	PSX	80	89
Star Wars: Episode II - Attack of the Clones	GBA	108	63	Starsky and Hutch	Xbox	120	76	Super Bust-A-Move	PS2	89	70	Syphon Filter 3	PSX	99	79
Star Wars: Episode III - Revenge of the Sith	PS2/Xbox	141	68	Startopia	PC	94	87	Super Bust-A-Move 2	PS2	110	80	Syphon Filter: Dark Mirror	PSP	154	90
Star Wars: Force Commander	PC	80	74	State of Emergency	PS2	103	59	Super Dragonball Z	PS2	155	79	Syphon Filter: Omega Strain	PS2	129	58
Star Wars: Galactic Battlegrounds	PC	99	85	State of Emergency	Xbox	117	59	Super Drop Zone	SNES	14	84	System Shock	Mac	29	94
Star Wars: Jedi Knight - Dark Forces II	PC	50	93	Steambot Chronicles	PS2	158	84	Super International Cricket	SNES	21	76	System Shock	PC	13	95
Star Wars: Jedi Knight - Jedi Academy	PC	121	69	Steel Panthers	PC	27	90	Super Karts	PC	18	78	System Shock 2	PC	73	97
Star Wars: Jedi Knight - Mysteries of the Sith	PC	55	92	Steel Panthers 2	PC	40	83	Super Mario 64	N64	41	95	T2: Judgement Day	SNES/Megadrive	6	28
Star Wars: Jedi Knight II - Jedi Outcast	PC	104	86	Steel Reign	PSX	52	73	Super Mario Advance	GBA	95	85	Tactical Ops: Assault On Terror	PC	106	25
Star Wars: Jedi Knight II - Jedi Outcast	Xbox	111	89	Steep Slope Sliders	Saturn	53	80	Super Mario Advance 4	GBA	121	92	Tactics Ogre: The Knight of Lodis	GBA	114	86
Star Wars: Jedi Starfighter	PS2	104	84	Sting!, The	PC	97	71	Super Mario Sunshine	GCN	109	93	Tai Fu	PSX	69	89
Star Wars: Knights of the Old Republic	Xbox	119	85	Stolen	PS2/Xbox/PC	140	60	Super Mario World	GBA	104	93	Tak and the Power of Juju	GCN	127	78
Star Wars: Knights of the Old Republic II - The Sith Lords	PC/Xbox	136	91	Stone Keep	PC	27	80	Super Metroid	SNES	8	94	Take No Prisoners	PC	51	81
Star Wars: Lethal Alliance	PSP	159	81	Story of Thor 2	Saturn	38	86	Super Monkey Ball	GCN	104	88	Tales of Eternia	PSP	147	79
Star Wars: Masters of Teras Kasi	PSX	54	65	Story of Thor, The	Megadrive	21	83	Super Monkey Ball 2	GCN	116	88	Tales of Legendia	PS2	157	77
Star Wars: Obi-Wan	Xbox	103	69	Stranded Kids	Gameboy	75	70	Super Monkey Ball Deluxe	PS2/Xbox	140	70	Tales of Phantasia	GBA	152	65
Star Wars: Pod Racer	PC	69	90	Stratosphere	PC	59	77	Super Monkey Ball Jr	GBA	115	83	Tales of Symphonia	GCN	134	93
Star Wars: Pod Racer	N64	70	90	Streak	PSX	61	66	Super Monkey Ball: Banana Blitz	Wii	159	81	Tank Commander	PC	20	72
Star Wars: Racer	DC	81	82	Street Fighter Alpha	Saturn/PSX	33	88	Super Monkey Ball: Touch & Go	DS	151	70	Tank Racer	PSX	69	75
Star Wars: Racer Revenge	PS2	102	83	Street Fighter Alpha 2	PC	57	70	Super Pinball - Behind the Mask	SNES	18	56	Tao Feng: Fist of the Lotus	Xbox	117	80
Star Wars: Rebel Assault	PC	3	90	Street Fighter Alpha 2	PSX	38	85	Super Princess Peach	DS	152	73	Tarzan	PSX	72	72
Star Wars: Rebel Assault	Mac	12	90	Street Fighter Alpha 3	GBA	111	85	Super Punchout	SNES	15	84	Taz Express	N64	81	75
Star Wars: Rebel Assault II	PC/Mac	27	60	Street Fighter Alpha 3	PSX	66	90	Super Putty	SNES	7	83	Team Apache	PC	59	87
Star Wars: Rebel Assault II	PSX	41	62	Street Fighter Alpha 3 Max	PSP	150	87	Super Puzzle Fighter II	PSX	44	62	Team Buddies	PSX	85	85
Star Wars: Rebel Strike	GCN	123	75	Street Fighter Collection	PSX	59	72	Super Puzzle Fighter II Turbo	GBA	119	87	Tech Romancer	Dreamcast	79	82
Star Wars: Rebellion	PC	55	79	Street Fighter EX Plus Alpha	PSX	49	89	Super Skidmarks	Megadrive	27	65	Teenage Mutant Ninja Turtles: Tournament Fighter	Megadrive	2	75
Star Wars: Republic Commando	PC/Xbox	139	70	Street Fighter II Turbo	SNES	1	95	Super Smash Bros.	N64	66	90	Teenage Mutant Ninja Turtles: Tournament Fighter	SNES	4	91
Star Wars: Rogue Leader	GCN	104	91	Street Fighter II Turbo	Megadrive	1	96	Super Smash Bros. Melee	GCN	105	93	Tekken	PSX	21	84
Star Wars: Rogue Squadron 3D	N64	64	84	Street Fighter III	Dreamcast	78	82	Super Space Harrier	32X	14	51	Tekken 2	PSX	33	95
Star Wars: Rogue Squadron 3D	PC	64	84	Street Fighter III: Double Impact	DC	84	91	Super Star Wars: Return of the Jedi	SNES	15	84	Tekken 3	PSX	59	93
Star Wars: Shadows of the Empire	N64	42	77	Street Fighter: The Movie	Saturn	24	74	Super Star Wars: The Empire Strikes Back	SNES	2	92	Tekken 4	PS2	107	85
Star Wars: Shadows of the Empire	PC	50	79	Street Hoops	PS2	109	81	Super Street Fighter II Turbo	PC	20	85	Tekken 5	PS2	139	93
				Street Racer	Saturn/PSX	39	65	Super Street Fighter II Turbo Revival	GBA	98	82	Tekken Advance	GBA	102	86
				Street Racing Syndicate	PS2/Xbox/PC	141	60	Super Street Fighter II Turbo	3DO	15	92	Tekken Tag Tournament	PS2	87	88
				Street Skater	PSX	67	68	Super Street Fighter II Turbo	GBA	98	82	Tekken: Dark Resurrection	PSP	155	91
				Street Wars	PC	70	84	Super Street Fighter II: The New Challengers	Megadrive	10	91	Temple of Elemental Evil	PC	122	77
				Streets of Rage 3	Megadrive	7	83	Super Street Fighter II: The New Challengers	SNES	10	93	Tenchu	PSX	61	91
				Strife	PC	34	65	Super Wing Commander	3DO	9	91	Tenchu 2: Birth of the Assassins	PSX	85	85
				Striker 95	PC	22	65					Tenchu 3: Wrath of Heaven	PS2	114	84
				Striker 96	PSX	28	76								

Tenchu: Fatal Shadows	PS2	140	50	Three Kingdoms: Fate Of The Dragon	PC	93	83	Tom Clancy's Ghost Recon: Advanced Warfighter	Xbox 360	151	89	Tony Hawk's Pro Skater 2	N64	97	90
Tennis Arena	PSX	53	77	Three Lions Soccer	PC/PSX	57	83	Tom Clancy's Rainbow 6	PSX	75	72	Tony Hawk's Pro Skater 2	GBA	95	91
Terminal Velocity	PC	22	92	Throne Of Darkness	PC	98	79	Tom Clancy's Rainbow 6	PC	61	80	Tony Hawk's Pro Skater 2	PSX	86	95
Terminal Velocity Deluxe CD Edition	PC	24	92	Thunder Hawk	Mega CD	1	94	Tom Clancy's Rainbow Six	Gameboy	81	60	Tony Hawk's Pro Skater 3	GBA	104	83
Terminator 3: Rise of the Machines	GBA	125	63	Thunderbirds	Gameboy	91	80	Tom Clancy's Rainbow Six 3	Xbox	123	87	Tony Hawk's Pro Skater 3	PS2	99	92
Terminator 3: The Redemption	PS2/Xbox/GCN	133	73	Thunderbirds: International Rescue	GBA	106	73	Tom Clancy's Rainbow Six 3: Black Arrow	Xbox	132	87	Tony Hawk's Pro Skater 3	Xbox	103	92
Terminator Rampage	PC	4	86	Tiger Woods '99	PC	61	76	Tom Clancy's Rainbow Six: Lockdown	PS2/Xbox/GCN	145	76	Tony Hawk's Pro Skater 4	GBA	113	83
Terminator, The	Mega CD	9	65	Tiger Woods '99	PSX	67	85	Tom Clancy's Rainbow Six: Raven Shield	PC	115	89	Tony Hawk's Pro Skater 4	PS2	110	91
Terminator: Future Shock	PC	31	94	Tiger Woods PGA Tour	PSP	143	81	Tom Clancy's Rainbow Six: Rogue Spear	GBA	105	82	Tony Hawk's Project 8	Xbox 360	159	77
Terminator: Skynet, The	PC	43	78	Tiger Woods PGA Tour 2004	GBA	124	83	Tom Clancy's Rainbow Six: Vegas	PC/Xbox 360	159	93	Tony Hawk's Skateboarding	Gameboy	80	70
Terra Nova	PC	32	92	Tiger Woods PGA Tour Golf	GBA	109	75	Tom Clancy's Rainbow Six: Splinter Cell	N-Gage	125	79	Tony Hawk's Skateboarding	N64	80	92
Test Drive 4	PSX	51	83	Tiger Woods USA Tour 2001	PS2	93	82	Tom Clancy's Rainbow Six: Splinter Cell: Chaos Theory	DS	144	55	Tony Hawk's Skateboarding	PSX	72	95
Test Drive 5	PSX	63	76	Tiger Woods USA Tour 2002	PS2	106	86	Tom Clancy's Rainbow Six: Splinter Cell: Double Agent	PS2/Xbox/GCN/PC	139	89	Tony Hawk's Underground	PS2	124	79
Test Drive Unlimited	Xbox 360	157	82	Time Commando	PC	36	91	Tom Clancy's Rainbow Six: Splinter Cell: Pandora Tomorrow	PC/Xbox 360	158	92	Tony Hawk's Underground 2	PS2/Xbox/GCN/PC	134	79
Test Drive: Overdrive	PS2	105	76	Time Crisis	PSX	48	91	Tom Clancy's Rainbow Six: Splinter Cell: Pandora Tomorrow	GBA	128	76	Tony Hawk's Underground 2 Remix	PSP	144	83
Tetris 2	SNES	37	40	Time Crisis 2	PS2	98	84	Tom Clancy's Rainbow Six: Splinter Cell: Pandora Tomorrow	PC/Xbox	127	90	Tony La Russa's Baseball II	PC	10	90
Tetris and Doctor Mario	SNES	15	80	Time Crisis 3	PS2	120	86	Tomb Raider	Gameboy	84	80	Top Gear Overdrive	N64	64	85
Tetris Attack	SNES/Game Boy	38	78	Time Crisis: Project Titan	PSX	92	70	Tomb Raider 2	Saturn/PSX	39	95	Top Gear Rally	Gameboy	74	60
Tetris DS	DS	152	90	Time Gate: Knight's Chase	PC	31	85	Tomb Raider 2: Dagger of Xian	PC/PSX	50	91	Top Gear Rally	N64	51	87
Tetris Worlds	GCN/PS2/Xbox	109	70	Time Lapse	PC	39	83	Tomb Raider 3	PSX	63	90	Top Gear Rally 2	N64	75	60
Tetrisphere	N64	54	86	TimeSplitters	PS2	88	92	Tomb Raider Chronicles	PSX	88	82	Top Gear Rally Advance	GBA	123	82
Tex Murphy - Overseer	PC	56	64	TimeSplitters 2	PS2	110	91	Tomb Raider: Angel of Darkness	PS2	119	60	Top Gun	PC	65	77
TFX	PC	5	86	TimeSplitters: Future Perfect	PS2/Xbox/GCN	140	80	Tomb Raider: Last Revelation	Dreamcast	79	83	Top Gun: Fire at Will	PSX	37	72
Theatre of Death	PC	9	77	Timestalkers	DC	82	68	Tomb Raider: Last Revelation	PSX	75	89	Top Gun: Fire at Will	PC	30	85
Theme Hospital	PSX	56	76	Tiny Toons: Acme All-Stars	Megadrive	12	75	Tomb Raider: Legend	PS2/Xbox/Xbox 360/PC	151	86	Top Spin	Xbox	122	89
Theme Hospital	PC	44	83	Titan Quest	PC	154	89	Tomb Raider: The Prophecy	GBA	113	81	Top Spin 2	Xbox 360	151	87
Theme Park	PC	9	85	Tobal No. 1	PSX	40	91	Tomb Raider: Unfinished Business	PC	57	85	Torico	Saturn	45	65
Theme Park	Megadrive	17	87	TOCA 2	PC	68	91	Tombi	PSX	59	79	Torin's Passage	PC	31	69
Theme Park	PC	11	89	TOCA Touring Car Championship	PSX	51	86	Tombil 2	PSX	82	84	Total Air War	PC	62	93
Theme Park World	PC	76	86	TOCA Touring Car Championship	Gameboy	84	90	Tomcat Alley	Mega CD	7	80	Total Annihilation	PC	50	95
Thief 2: The Metal Age	PC	80	90	TOCA Touring Cars 2	PSX	62	93	Tommorow Never Dies	PSX	71	78	Total Annihilation - Battle Tactics	PC	60	63
Thief: Deadly Shadows	PC/Xbox	130	93	TOCA World Touring Cars	PSX	84	85	Tommy Makinen Rally	PSX	59	78	Total Annihilation: Kingdoms	PC	71	82
Thief: The Dark Project	PC	64	89	Toe Jam & Earl 2: Panic on Funkatron	Megadrive	2	92	Tonic Trouble	N64	72	77	Total Carnage	PC	18	60
Thing, The	PS2	109	80	Toe Jam and Earl III	Xbox	114	69	Tony Hawk's American Wasteland	PS2/Xbox/GCN	147	90	Total Carnage	SNES	7	82
Third Millenium, The	PC	53	80	TohShinDen S	Saturn	31	86					Total Distortion	PC	28	78
This Is Soccer	PSX	79	69	Tokobot	PSP	150	71					Total Drivin'	PSX	52	74
This Is Soccer 2	PSX	87	83	Tokyo Highway Challenge	Dreamcast	76	74					Total Eclipse Turbo	PSX	28	78
This Is Soccer 2002	PS2	97	88	Tom Clancy SSN	PC	46	71					Total Mayhem	PC	34	79
This Is Soccer 2003	PS2	109	79	Tom Clancy's Ghost Recon	Xbox	112	82					Total NBA	PSX	29	93
This Is Soccer 2004	PS2	128	68	Tom Clancy's Ghost Recon	PC	101	90					Total NBA '97	PSX	42	86
This Means War	PC	30	55	Tom Clancy's Ghost Recon 2	PS2	136	80					Total Overdose	PS2/Xbox/PC	144	94
Thrasher: Skate and Destroy	PSX	78	79	Tom Clancy's Ghost Recon 2	Xbox	135	83					Total Soccer	GBA	98	49
Three Dirty Dwarves	Saturn	40	70	Tom Clancy's Ghost Recon 2: Summit Strike	Xbox	145	92					Total War: Eras	PC	155	93
												Toughman Boxing	32X	23	80



Issue 92 - Fallout Tactics

The finest used car salesmen in the wastelands



Issue 92 - Gunbird 2

Jesus died on the cross for your weird Japanese shooters



Issue 92 - Paper Mario

Remember when the word "gay" used to mean "happy"?

Issue 93 - Grand Theft Auto 3

Missing the point of the drive-by entirely



Toughman Boxing Contest	Megadrive	17	79	UFC Sudden Impact	PS2	130	55	Vegas Games: Deluxe CD-ROM	PC	8	75	Warbreeds	PC	57	63
Tourist Trophy: The Real Riding Sim	PS2	153	80	UFC: Tapout	Xbox	104	79	Versailles 1685	PC	42	78	Warcraft 2: Tides of Darkness	PC	28	92
Toy Commander	Dreamcast	76	89	UFO	PC	61	81	Vexx	PS2	116	59	Warcraft II: Beyond the Dark Portal	PC	34	89
Toy Story	Game Boy	39	60	UFO Enemy Unknown	PC	8	84	Vib Ribbon	PSX	84	83	Warcraft III	PC	107	94
Toy Story	SNES/Megadrive	32	92	UFO: Aftermath	PC	124	68	Victory Boxing 2	PSX	61	68	Warcraft III: The Frozen Throne	PC	119	90
Toy Story 2	Gameboy	80	30	Ulrima VIII: Pagan	PC	6	95	Victory Goal	Saturn	19	78	Warcraft: Orcs and Humans	PC	17	83
Toy Story 2	PSX	76	60	Ultima 9 Ascension	PC	76	89	Vietcong	PC	117	87	Wargame Construction Set II: Tanks!	PC	9	75
Toys	SNES/Megadrive	1	41	Ultimate Doom, The	PC	24	89	Vietcong: Fist Alpha	PC	126	73	Wargames	PSX	58	80
Trackmania Sunrise	PC	140	86	Ultimate Fighting Championship	PSX	90	71	Viewpoint	PSX	35	60	Warhammer 40K: Chaos Gate	PC	64	84
Trackmania Sunrise eXtreme	PC	150	86	Ultimate Ghosts 'n Goblins	PSP	156	88	Viewtiful Joe	GCN	122	93	Warhammer 40K: Dawn of War	PC	134	87
Traitors Gate	PC/Mac	74	63	Ultimate NFL Club Coaches Football	PC	13	78	Viewtiful Joe 2	PS2/GCN	137	85	Warhammer 40K: Fire Warrior	PS2	121	81
Transformers	PS2	129	88	Ultimate Race Pro	PC	54	80	Viewtiful Joe: Double Trouble	DS	149	83	Warhammer: Dark Omen	PC/PSX	56	86
Transport Tycoon	PSX	44	78	Ultimate Spider-Man	PS2/Xbox/GCN/PC	146	82	Viewtiful Joe: Red Hot Rumble	GCN	151	63	Warhammer: Shadow of the Horned Rat	PC	30	80
Transport Tycoon	PC	14	79	Um Jammer Lammy	PSX	68	82	Vigilante 8	PSX	58	88	Warhawk: The Red Mercury Missions	PSX	28	92
Transporter Tycoon: World Editor	PC	19	57	Under a Killing Moon	PC	12	90	Vigilante 8	N64	68	89	Wario Ware Inc	GBA	116	79
Transworld Surf	Xbox	102	80	Under the Skin	PS2	135	62	Vigilante 8: Second Offense	PSX	78	84	Wario Ware Touched!	DS	139	79
Trap Runner	PSX	69	70	Underworld	PS2	127	12	Viper Racing	PC	64	75	Wario Ware Twisted!	GBA/DS	141	82
Trauma Center: Under the Knife	DS	147	82	Unholy War	PSX	62	84	Virtua Cop	Saturn	28	92	Wario Ware, Inc. Mega Party Games	GCN	132	63
Treasures of the Deep	PSX	58	83	Unirally	SNES	18	86	Virtua Cop 2	Saturn	41	90	Wario World	GCN	119	82
Trespasser	PC	63	63	Unreal	PC/Mac	57	97	Virtua Fighter	Saturn	18	90	Warland 4	GBA	99	90
Trial By Magic	PC	27	65	Unreal Championship	Xbox	112	75	Virtua Fighter	PC	37	85	Wario's Woods	SNES	15	60
Tribes 2	PC	93	87	Unreal Championship 2: The Liandri Conflict	Xbox	140	84	Virtua Fighter 2	Saturn	29	94	Wario's Woods	SNES	38	80
Tribes: Vengeance	PC	134	90	Unreal II: The Awakening	PC	114	81	Virtua Fighter 3TB	Dreamcast	72	95	Warlock	SNES	18	60
Trickstyle	Dreamcast	75	72	Unreal Tournament	PS2	93	83	Virtua Fighter 4	PS2	104	94	Warlord II: Scenario Builder	PC	8	80
Triple Play 2000	PSX	68	92	Unreal Tournament	PC	66	89	Virtua Fighter 4: Evolution	PS2	119	92	Warlords 3 - Darklords Rising	PC	60	80
Triple Play 96	Megadrive	22	90	Unreal Tournament	PC	72	95	Virtua Fighter Kids	Saturn	38	82	Warlords Battlecry	PC	83	79
Triple Play 97	PC	37	90	Unreal Tournament 2003	PC	110	91	Virtua Fighter Remix	Saturn	24	91	Warlords Battlecry II	PC	102	84
Triple Play 98	PC	57	83	Unreal Tournament 2004	PC	128	92	Virtua Racing	Saturn	28	86	Warlords II	Mac	15	87
Triple Play 98	PC	47	84	Untold Legends	PSP	144	80	Virtua Racing	Megadrive	4	92	Warlords III: Reign of Heroes	PC	49	90
Tron 2.0	PC	120	89	Untold Legends 2: The Warrior's Code	PSP	155	66	Virtua Racing Deluxe	32X	17	82	Warrior Kings	PC	104	93
Trophy Bass 2 Deluxe	PC	59	49	Uprising	PC	53	85	Virtua Striker 2000	Dreamcast	78	62	Warriors, The	PS2/Xbox	147	86
Tropico 2: Pirate Cove	PC	118	80	Urban Assault	PC	60	65	Virtua Striker 3 Ver 2002	GCN	106	49	Warzone 2100	PC	67	87
True Crime: New York City	PS2/Xbox/GCN	148	55	Urban Chaos	PC	77	69	Virtua Tennis	GBA	117	86	Waterworld	SNES/Megadrive	31	66
True Crime: Streets of LA	PS2/Xbox/GCN	123	84	Urban Chaos: Riot Response	PS2/Xbox	152	86	Virtua Tennis 2	DC	84	90	Wave Race	Game Boy	37	45
True Lies	SNES	19	84	Urban Freestyle Soccer	PS2	125	69	Virtua Tennis: World Tour	PS2	111	81	Wave Race 64	N64	41	93
Tunnel Bi	PC	42	71	Urban Reign	PS2	149	33	Virtual Bart	PC	106	49	Wave Race: Blue Storm	GCN	104	88
Tunnel Bi	Saturn/PSX	39	92	Urban Strike	Megadrive	12	84	Virtual Chess 64	N64	64	79	Way of the Samurai 2	PS2	129	74
Turn and Burn	SNES	7	85	Urbz: Sims in the City, The	PS2/Xbox	136	65	Virtual Golf	Saturn	33	55	Way of the Warrior	3DO	12	60
Turok 2	N64	63	91	US Navy Fighters '97	PC	40	70	Virtual Karts	PC	29	89	Wayne Gretsky '98	PSX	57	68
Turok 3	Gameboy	86	70	US Navy Fighters Gold	PC	25	70	Virtual On: Cyber Troopers	Saturn	41	91	Wayne Gretsky's 3D Hockey	N64	48	84
Turok 3: Shadows Of Oblivion	N64	86	72	V for Victory: Commemorative Collection	PC	28	87	Virtual Pool	PC	21	82	Wayne Gretsky & The NHLPA Allstars	PC	31	50
Turok Dinosaur Hunter	N64	42	90	V Rally	PSX	46	85	Virtual Pool 2	PC	52	84	Wayne's World	SNES	1	63
Turok Evolution	GBA	110	77	V2000	PSX	63	80	Virtual Pool 64	N64	66	80	WCW Mayhem	N64	74	72
Turok Evolution	PS2	108	82	V2000	PC	63	80	Virtuoso	PC	17	15	WCW Nitro	PSX	56	62
Turok: Rage Wars	N64	76	71	V8 Challenge	PC	106	67	Viva Football	PSX	64	40	WCW Vs NWO Revenge	N64	63	86
Twinsen's Odyssey (Little Big Adventure 2)	PC	46	82	V8 Supercars 2	PC/Xbox	127	88	Viva Piñata	Xbox 360	159	86	WCW vs. NWO: World Tour	N64	53	85
Twisted	3DO	9	90	V8 Supercars 2	PSP	144	90	Voodoo Vince	Xbox	122	89	WCW/NWO Thunder	PSX	67	63
Twisted Edge	N64	66	70	V8 Supercars 3	PS2/Xbox/PC	150	90	Vortex	SNES	12	80	We Love Katamari	PS2	148	92
Twisted Metal	PSX	29	88	V8 Supercars Race Driver	Xbox	115	82	Voyeur	PC	16	50	Weaponlord	SNES/Megadrive	25	82
Twisted Metal 2	PC	53	72	V8 Supercars Race Driver	PS2	109	87	VR Baseball	PC	53	86	Welcome to the Future	Mac	23	55
Twisted Metal 2	PSX	42	87	Vagrant Story	PSX	83	95	V-Rally 2	PSX	71	92	Werewolf vs. Comanche	PC	24	75
Twisted Metal Black	PS2	97	90	Vampire Chronicles: The Chaos Tower	PSP	140	86	V-Rally 2: Expert Edition	DC	83	91	Wetlands	PC	27	30
Twisted Metal: Head On	PSP	146	83	Vampire Hunter D	PSX	81	79	V-Rally 3	GBA	108	82	Wetrix	PC	62	78
Ty the Tasmanian Tiger	PS2	112	82	Vampire: The Masquerade - Bloodlines	PC	136	83	V-Rally 3	PS2	106	85	Wetrix +	DC	91	84
Ty the Tasmanian Tiger 2	PS2/Xbox/GCN	135	73	Vampire: The Masquerade - Redemption	PC	83	79	V-Rally '98	N64	63	85	Whacked	Xbox	112	62
TYRIAN	PC	37	81	Vampire: The Night Warriors	PSX	34	78	Vs	PSX	55	55	Whacky Wheels	PC	17	37
U.S. Navy Fighters	PC	15	68	Van Helsing	PS2/Xbox	129	84	Wages of War	PC	41	66	Wheel of Time	PC	76	91
UberSoldier	PC	152	35	Vandal Hearts 2	PSX	84	69	Wakeboarding Unleashed feat. Shaun Murray	PS2	118	79	Where in Space is Carmen Sandiego? Deluxe	PC/Mac	10	75
Ubik	PC	55	86	Vanishing Point	DC	91	79	Walt Disney Magical Racing Tour	Gameboy	91	40	Where's Wally at the Circus	PC	34	80
UEFA Challenge	PS2	96	78	V-Ball	PSX	58	62	War Commander	PC	104	60	Whiplash	PS2/Xbox	126	85
UEFA Champions League	PS2	102	68	Vectorman	Megadrive	24	79	War Gods	PC	48	72				
UEFA Striker	Dreamcast	74	79					War of the Monsters	PS2	115	85				
								War of the Ring	PC	125	68				
								War Wind	PC	40	89				

Wicked 18	3DO	20	68	Wolf	PC	18	78	Wrath Unleashed	Xbox	125	65	X-Kaliber 2097	SNES	6	70
Wild 95	PSX	61	88	Wolfenstein 3D	GBA	105	65	WRC 3	PS2	124	80	X-Men 2: Wolverine's Revenge	PS2	117	60
Wild Arms	PSX	60	90	Wolfenstein 3D	SNES	6	72	WRC 4	PS2	134	79	X-Men Vs Street Fighter EX	PSX	59	80
Wild Arms 3	PS2	115	83	Wolfenstein 3D	Jaguar	12	78	WRC II Extreme	PS2	112	82	X-Men: Children of the Atom	PSX	54	76
Wild Earth: Photo Safari	PC	157	86	Wolfpack	PC	7	66	Wreckin Crew	PSX	59	75	X-Men: Children of the Atom	Saturn	30	80
Will Rock	PC	117	74	Wolverine	Megadrive	14	70	Wreckless: The Yakuza Missions	Xbox	103	76	X-Men: Legends	PS2/Xbox/GCN/PC	134	81
William Shatner's Tekwar	PC	27	90	Wolverine	SNES	18	75	Wu-Tang: Taste the Pain	PSX	74	80	X-Men: Legends II - Rise of Apocalypse	PS2/Xbox/GCN/PC	146	83
Williams Arcade's Greatest Hits	PSX	36	72	World Championship Rugby	PS2/Xbox/PC	128	66	WWE Day of Reckoning	GCN	133	78	X-Men: Mutant Academy	PSX	85	79
Winback	N64	75	92	World Cup '98	PC/PSX/N64	57	90	WWE Smackdown! Here Comes The Pain	PS2	125	86	X-Men: Mutant Academy 2	PSX	98	78
Wing Arms	Saturn	27	70	World Cup Golf	Saturn/PSX	31	83	WWE Smackdown! Shut Your Mouth	PS2	110	89	X-Men: Mutant Apocalypse	SNES	16	79
Wing Commander	Mega CD	12	65	World Cup Soccer '94	SNES	10	73	WWE Smackdown! Vs Raw	PS2	135	84	X-Men: Next Dimension	GCN	112	52
Wing Commander Academy	PC	1	90	World Cup USA '94	Megadrive	9	69	WWE Smackdown! Vs Raw 2006	PSP	148	83	X-Men: The Official Game	PS2/Xbox/Xbox 360	153	64
Wing Commander Armada	PC	13	84	World Cup Year 94	PC	13	78	WWE Wrestlemania X8	GCN	110	78	xXx	GBA	109	68
Wing Commander II: Heart of the Tiger	PC	15	94	World Driver	N64	71	90	WWE Wrestlemania XXI	Xbox	142	60	Yager	Xbox	116	90
Wing Commander III	PSX	32	91	World Heroes	SNES	4	71	WWF Attitude	N64	71	68	Yakuza	PS2	155	86
Wing Commander III	3DO	22	94	World Is Not Enough, The	PSX	88	80	WWF No Mercy	N64	88	86	Yoshi's Cookie	SNES	4	76
Wing Commander IV	PSX	47	73	World Is Not Enough, The	N64	88	84	WWF Rage in the Cage	Mega CD	5	76	Yoshi's Island	SNES	25	92
Wing Commander IV: The Price of Freedom	PC	30	95	World League Soccer '98	PSX	59	85	WWF Royal Rumble	DC	85	68	Yoshi's Island	GBA	110	93
Wing Commander Prophecy	PC	53	89	World Rally Championship	PS2	100	82	WWF Royal Rumble	SNES/Megadrive	1	84	Yoshi's Safari	SNES	6	69
Wing Over 2	PSX	70	78	World Rally Fever	PC	35	56	WWF Smackdown	PSX	80	84	Yoshi's Story	N64	55	82
Wings of Glory	PC	11	83	World Series Baseball II	Saturn	40	84	WWF Smackdown: Just Bring It	PS2	99	90	Yoshi's Touch & Go	DS	141	85
Winter Gold	SNES	34	76	World Soccer	SNES	2	69	WWF Smackdown: Know Your Role	PSX	87	85	Yoshi's Universal Gravitation	GBA	146	67
Winter Heat	Saturn	54	64	World Tour Soccer	PSP	144	80	WWF Warzone	N64	58	86	Young Merlin	SNES	6	85
Winter Olympics	Megadrive	4	66	World Tour Soccer 2	PSP	154	70	WWF Wrestlemania	SNES/Megadrive/PSX	27	85	Z	PC	36	84
Winter Sports	PC	21	78	World War II: Frontline Command	PC	119	78	X Games Pro Boarder	PSX	64	79	Z.O.E: The 2nd Runner	PS2	122	78
Winter X Games Snowboarding 2	PS2	107	72	World War III: Black Gold	PC	100	76	X Squad	PS2	88	69	Z: Steel Soldiers	PC	95	73
Wip3out	PSX	73	94	World's Scariest Police Chases	PSX	96	70	X2: The Threat	PC	125	67	Zapitalism	PC	34	80
Wip3out Special Edition	PSX	83	90	Worldwide Soccer '97	Saturn	39	95	X3: Reunion	PC	147	79	Zephyr	PC	14	78
Wipeout	PSX	25	90	Worldwide Soccer '98	Saturn	51	86	X-Com: Apocalypse	PC	47	80	Zero Divide	PSX	30	86
Wipeout	Saturn	35	90	Worldwide Soccer '98	Game Boy	35	65	X-Com: Interceptor	PC	59	74	Zero Divide 2	PSX	62	62
Wipeout 2097	PC	46	90	Worldwide Soccer '98	SNES/Megadrive	30	85	X-Com: Terror from the Deep	PC	19	84	Zero the Kamikaze Squirrel	Megadrive	16	82
Wipeout 2097	PSX	38	95	Worldwide Soccer '98	PC	51	90	Xena: Talisman of Fate	N64	76	77	Zero Tolerance	Megadrive	14	85
WipeOut 64	N64	62	93	Worldwide Soccer '98	PS2	124	80	Xena: Warrior Princess	PSX	74	83	Zombie Revenge	Dreamcast	77	65
Wipeout Fusion	PS2	100	93	Worldwide Soccer '98	PS2/Xbox/PC	143	79	Xenocracy	PC/PSX	59	85	Zombies Ate My Neighbours	SNES/Megadrive	1	90
Wipeout Pure	PSP	143	90	Worldwide Soccer '98	PC	51	90	Xenosaga Episode II: Jenseits von Gut und Bose	PS2	146	82	Zone Of The Enders	PS2	92	78
Witchaven	PC	25	80	Worldwide Soccer '98	PS2	124	80	Xevious 3D	PSX	45	80	Zoo Keeper	DS	138	80
Witchaven II	PC	34	80	Worldwide Soccer '98	PS2	104	63	X-Files	PC	57	90	Zoo Tycoon	PC	100	85
Without Warning	PC	145	76	Worldwide Soccer '98	PS2	104	63	X-Files: Resist or Serve, The	PS2	130	75	Zoo Tycoon 2	PC	136	76
Wiz 'n' Liz	Megadrive	2	84	Worldwide Soccer '98	PS2	104	63	XGRA	PS2	122	65	ZooCube	GCN	107	62
Wizardry 8	PC	100	93	Worldwide Soccer '98	PS2	104	63	XIII	PS2/Xbox/GCN/PC	123	86	Zool	Megadrive	2	79
Wizardry V: Heart of the Maelstrom	SNES	9	64	Worldwide Soccer '98	PS2	104	63					Zoop	SNES/Megadrive/PC	27	70
Wizardry: Tales Of The Forsaken Land	PS2	108	73	Worldwide Soccer '98	PS2	104	63					Zork Nemesis	PC	32	95
Wizards and Warriors	PC	88	80	Worldwide Soccer '98	PS2	104	63								



Issue 93 - Worms World Party

Gargamel finally finds Smurf Village



Issue 96 - Metal Gear Solid 2

Sneak realises he shouldn't have accepted a job on the Titanic

Issue 93 - Zoo Tycoon

Babe 3: Pig up shit creek



Issue 98 - Final Fight One

You brought your pet slug again?





A NEW HOPE

BY ALEXANDER GAMBOTTO-BURKE

So tell me, why exactly did you hate Jar-Jar so much? Was it the high-pitched squeal? His annoying way of a mesa speaking? Perhaps his comic stylings detracted from the tone of the prequels, you thought. Heck, you might even have a secret thing for lanky, flexible, big-eared, amphibious men that you're only just beginning to come to terms with. (I get it, man; I'm here for you.) Or there is one other reason why you may hold a grudge against Mr. Binks, and it's this: his first onscreen appearance marked the souring of Star Wars' legendary marriage to videogames, and LucasArts' shift from renegade Rebel Leader to seemingly callous, capitalist Emperor. The franchise was restored to vibrant life some years later, but I'm getting ahead of myself.

VIDEOGAME ROYALTY

Our story begins in 1982, the year in which Prince William first showed the world his pretty face. Presumably to get peeps excited about Return of the Jedi's 1983 release, a little Battle

of Hoth reenactment named after its 1980 film inspiration, *The Empire Strikes Back*, appeared on the Atari 2600. With 160 x 192 pixels to work with, the Parker Brothers (ESB's developers) recreated the famous Star Wars battle every frustrated Padawan has wanted to experience since they watched Luke go all You Spin Me Right Round on an AT-AT. Okay, so you didn't actually get to do that, or anything else other than fly to the right in a snowspeeder, blasting at the aforementioned Imperial vehicles, but, man, it was 1982. And it kicked ass.

1983's *Return of the Jedi: Death Star Battle* had you in the Millennium Falcon, presumably cosied up next to Harrison Ford — you scoundrel! — trying to obliterate Emperor Wrinklyface's evil space station. It was a little more complex than ESB; you started off shooting at enemy vessels until you were able to slip through the Death Star's energy field, at which point you had to wear the bastard down until you reached the core. The graphics had improved, too, with some slick gradients on certain elements, and a more varied use of colour.

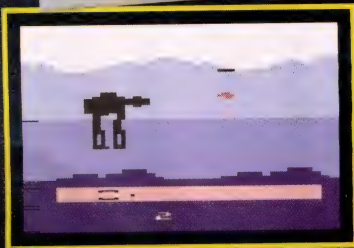
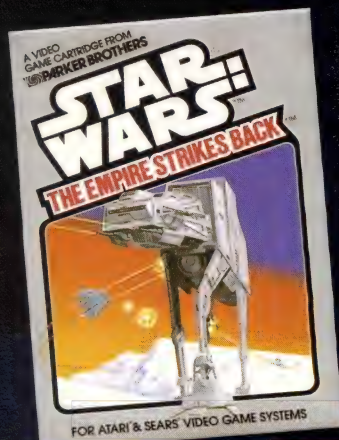
The last title in the Parker Brothers' trilogy was another '83 gem, *Jedi Arena*. Now, space battles are fun and all, and everyone likes to see shit explode, but lightsabers? Too cool for gruel! *Jedi Arena* had

lightsabers — in fact, it was all about lightsabers — and was, essentially, the precursor to every Jedi simulator made since. I mean, look, it wasn't a particularly interesting game — your goal was to guide a blaster-equipped seeker so it eroded your enemy's shield, all the while deflecting laser blasts from your enemy — but it was the first Star Wars game to feature lightsaber combat, and was thus completely magnificent.

Interestingly, *Jedi Arena* was also the first Star Wars game whose content was not specifically tied to any of the films; this was a trend that would eventuate with a very weird Japanese port and, more significantly, a slew of franchise games that both drew upon and added to the vast Expanded Universe, in the nineties and naughties. But before that trend could take hold, the girl next door from Atari showed just how many things she could do with gorgeous vector graphics.

A VECTOR WONDERLAND

Star Wars (1983) surfaced in arcades, and sported numerous technological feats — the vector-based visuals, for one, allowed for smooth, fast-paced gameplay. Additionally, the game was one of the first to have digital speech playback taking a few lines from the movies. It took quite a bit of inspiration, at least



str...ture-w...e, under Par...er...others DSB, but switched the perspective to first-person. This time, though, you were in Luke's X-Wing, and you were zooming through the Death Star trenches just like in A New Hope. By this juncture, it was becoming fairly obvious that Star Wars had the potential to become a market mainstay. Sadly, however, just as the franchise was beginning to make a name for itself in games, the market itself disappeared from beneath. Thanks to a certain big-headed extra-terrestrial who's desperate to phone home, the games industry collapsed. Okay, so there were other causes — people stopped buying consoles and started getting jiggy with PCs, too many consoles to choose from, et cetera et cetera — but the end result was the Great Videogame Crash of 1983. And the Star Wars franchise, after partying hard on consoles for a solid year and then getting a massive financial hangover, disappeared for four long years, presumably to watch The Golden Girls.

Our favourite IP made a brief murmur in Japan in 1987, finally ending the silence. The result? A Namco-tooled, original Star Wars platformer for the Famicom. The story didn't match up to what we'd grown used to — you were cast as a Jedi-ready Luke, riding to strange planets (one with Egyptian ruins) to rescue Leia, Han, R2-D2, C-3PO, Obi-Wan, and Chewie — and, at one point, you could turn Darth Vader into a giant scorpion. So, yeah, it wasn't exactly the best Star Wars simulation in the world, but coming

from Japan, the absence of tentacle loving was refreshing.

Come 1988, though, and things were looking up.

Nine Inch Nails formed, Australia had its bicentenary, and Splatterhouse got the first Parental Advisory rating for a game. What's more, two nifty Star Wars titles were released on the Spectrum,

Atari ST, Amstrad, and the Commodore 64. The first? Atari's Empire Strikes Back, but this one had much more in common with '83's Star Wars arcade game than the '82 Hoth simulator. Graphics were sexy vectors again, giving the whole thing a nice, pseudo-3D feel. You soared around Hoth, space, and asteroid fields, in the first-person perspective, and finally got to teach those AT-ATs why they should always use velcro.

Return of the Jedi, Midway's first stab at Star Wars games, was a little different. For starters, it utilised the soon-to-be-eternally-popular-with-

X-WING FOCUSED ON INTENSE, FIRST-PERSON MISSIONS SET DURING THE BATTLE OF YAVIN

RPG-geeks-everywhere isometric perspective, and vectors were ditched. You had three mini-games to work with: first, you're on a landspeeder, trying to get to Ewok Town whilst avoiding Stormtroopers. Next, you're piloting a renegade Imperial walker, and you're taking out other walkers. Finally, you get to, once again, pound the Death Star's big, metal butt.

The movie adaptation theme continued with three SNES games — Super Star Wars (1992), Super Star Wars: The Empire Strikes Back (1993), and Super Star Wars: Return of the Jedi (1994). These were essentially all the best bits of past Star Wars games thrown together with a less trippy version of the Famicom platformer, and a nicely-administered graphical facelift. Most action sequences were now in first-person, with the rest of it platformified, which gave the SNES titles some varied gameplay.

Because the Super Star Wars games were able to translate all of the films' best action sequences to the interactive format, they showed just how palatable George Lucas' vision and universe were to games. A New Hope was filmed back when Pong had cutting-edge graphics, but even then, the style, content,

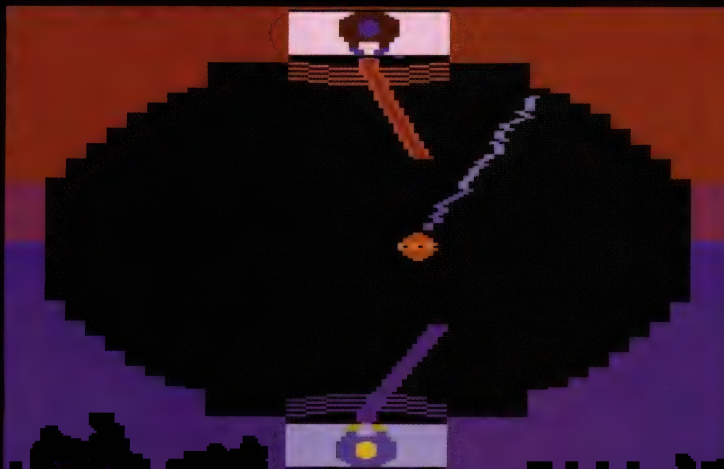
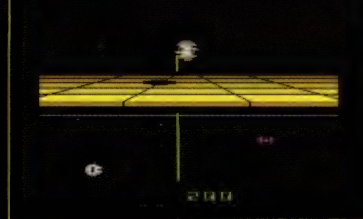
and pacing of the film were just bawling out for some videogame spinoffs. If there's any particular reason why Star Wars has become one of the most commonly-adapted franchises in gaming today, that's probably it.

However, if it was the SNES that showed the combined possibilities of Star Wars gaming, the PC was the platform to realise it. Beginning with X-Wing, released in the same year as SSW, Star Wars' PC oeuvre started taking the franchise in wacky, new directions that would eventually

contribute to Lucas-approved Star Wars canon. X-Wing took a bag of feathers from Wing Commander's sombrero, and focused on intense, first-person missions set before and during the Battle of Yavin — that's the one where Luke hit the Death Star's weak point for massive damage.

LucasArts then followed up with two nifty expansion packs, Imperial Pursuit and B-Wing. The first had you on the run from Imperial ships whilst trying to find a new location for the Rebel base, whilst B-Wing let you ride in the titular vehicle, making your way to sunny Hoth. Aside from greatly lengthening X-Wing's shelf life — and turning it into one of PC gaming's most successful "flight sim" titles — these add-ons were some of the first popular expansions for games.

1993 also saw LucasArts join and greatly popularise (for better or worse) the FMV vogue, with Rebel Assault. Although the game's story is largely non-canon — you're cruising in snowspeeders on Hoth long before Empire Strikes Back, and you destroy the Death Star in Luke's place — the game did introduce interesting graphics technology, later used in Full Throttle's action sequences. Basically, it allowed you to zoom





through pre-rendered 3D spaces, making the game seem far more visually sophisticated than was possible in gaming at the time. It also greatly restricted your movement, but it looked lovely. Rebel Assault was also LucasArts' first CD-only game, which allowed it to sample footage and music from the films, to great effect.

X-Wing got itself a sequel in '94, the very evil TIE-Fighter. In this one, you're on the side of the Imperials, looking out to squash the Rebel scum. It featured a very sexy graphics engine for its time, supporting Gouraud (smooth) shading, and allowed the player to pilot four different vessels. Also released was the utterly seminal Star Wars Chess. Okay, so maybe "seminal" isn't the right word, but it did have this cool thing where pieces would have a little scuffle when one was taken. Yep, just like the holographic game from the film.

That said, although TIE-Fighter rocked hard, it was 1995 that truly revolutionised not only Star Wars' position in gaming, but Star Wars gaming's position in the Star Wars continuum. Rebel Assault II shook its little tush on the catwalk, and managed to do so without wrecking Star Wars canon, but it was another game that really changed everything.

DOOM PLUS STORY = GOOD TIMES

Made as an answer to all the Star Wars mods for DOOM that were flying around — and built on the DOOM engine — Dark Forces

introduced the franchise to the so-hot-right-now FPS genre, and, man, did they get it on. The game followed the story of Kyle Katarn, a merc working for the Rebel Alliance as he helps to topple the Imperial Dark Trooper project, before and after the events of A New Hope. Dark Forces endured a few jibes for being a DOOM spawn, but in many ways, LucasArts' offering was far superior — it featured an increased use of 3D objects, jumping, crouching, and detailed cutscenes. Also, using iMUSE technology, the game featured dynamic music; like with LucasArts' adventure games, it could change based on what was going on.

Most importantly, though, it had a story — the most developed story in any Star Wars game thus far,

and a godawful control system.

Not to worry, though, because Dark Forces' sequel, Jedi Knight, arrived a year later. JK followed Katarn as he became a Jedi and stopped the plans of one of the Emperor's chosen, Jerec. The game looked truly exquisite for its time, featured cheesy-but-entertaining FMV cutscenes, had an engaging plotline, and robust multiplayer. What really earned it its reputation, though, was the still-amazing lightsaber combat. Remember Jedi Arena? JK was that game's true progenitor, and I'm sure Parker Brothers couldn't have been more proud. With a few simple mouse clicks, you were slashing and sweeping that powerful weapon, and deflecting blaster bolts with relative ease. And in multiplayer, you could create your own lightsaber and duel opponents. It's because of JK's success that Katarn and his cohorts have gone

STAR WARS GAMES HAD GONE FROM NIFTY LITTLE MOVIE TIE-INS TO WORLD CLASS GAMES

actually. And despite the insults, it went on to spawn a successful, long-running series.

After the 1995 Revolution, the Expanded Universe-inspired games started rolling in, and Star Wars games on the whole increased in sophistication and complexity. 1996, the year of Our Father Quake, saw the release of Shadows of the Empire on the N64, which attempted to fill in the story gap between Empire Strikes Back and Return of the Jedi, taking inspiration from the novel series of the same name. It had great, fully-3D graphics, and a brilliant opening Hoth level, but the rest was marred somewhat by occasionally generic shooter design

on to feature in not only subsequent games, but also novels and comics.

Admittedly, not all of 1997's Star Wars offering were stellar. X-Wing vs. TIE Fighter also hit shelves in '97, but didn't receive the kind of praise that X-Wing and TIE-Fighter garnered years earlier. Masters of Teräs Käsi, a PSX fighter, also had a lukewarm response. Finally, Yoda Stories, an adventure/puzzle "desktop" game, proved to be a full distraction, provided you didn't take it too seriously.

Rogue Squadron 3D continued the trend of blockbuster Star Wars games in 1998, featuring some of the best space combat on consoles ever. Set between A New Hope and Empire

Strikes Back, the game featured beautifully varied missions and tight gameplay. Mysteries of the Sith, JK's expansion, was also released, continuing the game's excellent storyline, and, in a bold move, ditching cutscenes in favour of then-unpopular in-game footage.

Overall, Star Wars games had gone from being nifty little movie tie-ins, to world-class games independent of their film parents. When the Year of Prince, 1999, arrived, though, that all changed. Yep, you guessed it: Jar-Jar. There were two shimmering stars in 1999's offerings — Episode One Racer, which simulated and expanded upon Epi's pod-racing sequence, and the very decent X-Wing Alliance — but the rest? Bland city. The Epi adaptation was abysmal, offering generic gameplay and a poor retelling of the story, Battle For Naboo, released a year later, was unremarkable, Demolition offered nothing new to the franchise, and Jedi Power Battles, also 2000, was an exercise in uninspired game design. The flood of forgettable cash-in titles made it loud and clear: Star Wars was selling out.

There were some more innovative ideas floating around — Force Commander tried to do Star Wars RTS, but failed thanks to dated graphics and poor execution. Galactic Battlegrounds, another stab at RTS, released in 2001, suffered a similar fate. All around, countless Star Wars titles were springing up, none of which you probably even remember — Clone Wars? Starfighter? Super Bombad Racing? Rogue Squadron II (GCN) was great, but was something of a diamond in the rough. Later 2002 titles — Bounty Hunter, Racer Revenge, Jedi Starfighter — told a similar story: competent, but not what we'd grown used to.

A sign of turnaround occurred in 2002, with Jedi Knight: Jedi Outcast, which was, confusingly, the third title in the Dark Forces series. It detailed Katarn's return to mercenaryhood, and then re-Jedification, and looked a treat using the Quake III: Arena engine. Most significantly, the game's lightsaber combat eclipsed even Jedi Knight's, offering more freedom than ever before.

REBIRTH!

The franchise's true rebirth, though, came from Canada. BioWare's Knights of the Old Republic gave Star Wars fans what they'd been hankerin' for in those lonely, post-Jar-Jar years: a fantastic storyline, unforgettable characters, competitive visuals, and gorgeous battles. It was the first game to really let players be exactly the Jedi they wanted to be — even Star Wars Galaxies, a MMO released the same year as KoTOR, offered little in the way of Jedi goodness (although that was probably the least of the game's faults). Telling the tale of — SPOILER! — powerful Sith Lord Darth Revan's redemption (or further corruption, depending on whether you followed the light side or the dark side), KoTOR was every bit as engrossing as the films. What's more, despite the dated graphics, the game still holds up wonderfully today.

Since then, Star Wars officially got its groove back. KoTOR II came out the next year, giving budding RPG-ers even more depth and customisation, and arguably a stronger, darker plotline despite the botched ending. LEGO Star Wars joined two concepts that went together like chocolate and strawberries in the toy world, and took the delicious results to unexpected success in videogames. Star Wars Battlefront, LucasArts' answer to BF1942, did an admirable job of recreating the film's most exciting battles. And, most amazingly, Petroglyph managed in 2006 to pull off the seemingly impossible: a great Star Wars RTS, Empire at War.

Sure, the latest entries to the franchise probably haven't contributed much to gaming as a whole — well, save for the KoTOR series, from which many RPG developers should take inspiration in terms of character development and dynamic story, ya hear me? — but importantly, they've helped re-associate the brand with quality titles. It's a good time to be a Star Wars geek, and hopefully, LucasArts will continue reorganising itself to push out even more innovative Star Wars games. Lucas' universe has contributed much to the evolution of gaming, and it'd be a shame to see that stop. <<



Remembering

Score: 0 of 158

by Yakzee Croshaw

Adventure games are dead. How many times have we heard that one? It's said again and again by the gamers and the gaming media, as if at some point around the late 90s Farmer Public took adventure games around the back of the milking sheds and tearfully put two shotgun shells into its oblivious, smiling mouth.

But adventure games didn't die out any more than Cro-Magnon Man did. They simply interbred with other species and evolved into new forms, like action-adventure and survival horror, the new sophisticated homo erectus in the sea of excitable chimps and aloof orangs that is the gaming sphere. And at the risk of labouring this metaphor until its cheeks are raw and red, I'd like to take you back through the mists of time to when PC gaming was still slithering out of the primordial soup.

STUBBORNLY ALIVE

The year was 1984. The inaccuracy of George Orwell's famous novel was confirmed once and for all, Princess Diana was still stubbornly alive, and PC gaming was new-born and hungry, setting forth on wobbly infant legs into new realms of technology. Something had to provide the stepping-stone between text adventures like Zork and graphic adventures like Monkey Island, and that stone would be provided by Sierra Online, and the AGI engine.

The AGI (Adventure Game Interpreter) games are remembered fondly by retro gamers today,

mainly because graphic adventures don't get much more retro unless you count illustrated choose-your-own-adventure books. While the palette restricted to 16 colours and the 160x200 resolution were advanced for the time, from a modern standpoint the games might as well have been presented as a series of finger paintings on the wall of a prehistoric cave.

The first AGI game was Roberta Williams' King's Quest. Originally using Game Assembly Language, Sierra needed to switch to IBM's AGI software after the game's designer, Arthur Abraham, took to his heels, and history was made. The game was originally intended to showcase the capability of IBM's PCjr, but the fact that a lot of you are now asking

with the cursor keys. Mouse support was still on the distant horizon so complex instructions like 'get key' and 'kill badger' still had to be typed in, but for the first time adventure gamers were SEEING their characters getting torn apart by bears instead of merely reading about it. It was the dawn of the graphic adventure.

As unlikely as it sounds, though, the first King's Quest didn't really make the most out of the engine's capabilities, and since the engine we're talking about could barely pull half an empty dustcart along an icy road that's saying something. The plot wasn't exactly a world-beater - you were Sir Graham, who had to gather three magic artefacts from a fantasy kingdom to win the

From a modern standpoint the games might as well have been presented as a series of finger paintings on the wall of a prehistoric cave

yourselves 'what the hell is a PCjr' would indicate that this scheme didn't quite work out. The PCjr was swallowed by the black hole of history, but King's Quest remained.

Text adventures of the 'look room go north die screaming' variety had long been around, of course, even ones with static images to help the drama along, but it was only with King's Quest and AGI that it became feasible to have a graphical on-screen avatar, interacting with a visible environment and moving

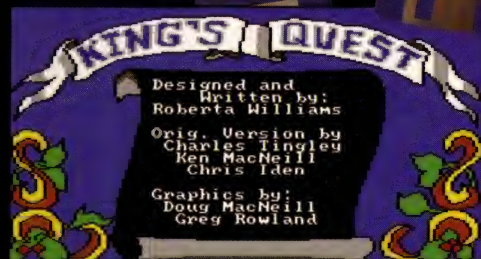
crown - and nearly all the room backgrounds were variations on wide grassy fields. Sir Graham was an ugly little dwarf with sickly yellow flesh, there being no decent skin tones among the preset 16 colours, the only two possibilities being the colours of jaundice or severe sunburn. And the puzzle structure was severely unintuitive. There were several instances where progress would stop dead because the player failed to collect an item or solve a puzzle eighty screens ago,



AGI



Sound: on



(c) copyright SIERRA On-Line Inc. 1987
Press any key to continue.

and there was no way to return. And let's not forget that the slightest error would cause Sir Graham to be instantly struck dead. It was actually possible to kill yourself by taking one or two steps in the wrong direction on the very first screen.

King's Quest was followed up two sequels, King's Quest 2, which added very little to the original, and then King's Quest 3, which was a definite improvement. The graphics were suddenly much more detailed and busy, the story more imaginative and flowing. There was still the problem of dying all the time (or Sierra Sudden Death Syndrome as it is now affectionately known) but at this stage Sierra were in a class of their own, and there were few competitors alongside which the King's Quests could be compared.

SOFTPOORN SUBHEAD

Having proved themselves capable of telling girly fantasy stories, Sierra designers began to move into new properties. In-house bods Mark Crowe and Scott Murphy came up

with the idea for a comedy sci-fi game, which became Space Quest, a series that would bring joy to the hearts of nerds worldwide for six instalments (check out issue 133 for our feature on Space Quest and interview with Mark Crowe). It should be noted at this point that Sierra weren't exactly championing the cause of coming up with interesting game titles. I mean, a science fiction adventure called Space Quest? That's like calling Inspector Morse 'Cynical Detective Programme'. Fortunately, designer Al Lowe challenged the naming convention by creating 'Leisure Suit Larry In The Land Of The Lounge Lizards', an AGI update of a previous text-only game 'Softporn Adventure', another candidate for the uninspired name award.

Sierra's approach to game design has always been of the 'make them FAST FAST FAST release them NOW NOW NOW' persuasion, and the company released a total of 14 AGI games between 1984 and 1989. Other titles of note besides the aforementioned series include Gold Rush!, a historical adventure involving the 19th century incident of the same name, Manhunter, a pair of adventures offering a first-person alternative to the third-person shenanigans of its peers, and Police Quest (ARGH). Like many games, Police Quest, as

the name implied, put you in the shoes of a police officer. However, unlike many games, Police Quest also required a rigid adherence to conventional police procedure. So, while other police-based games would have you breaking up drug busts with an uzi in each hand, Police Quest had you checking the tyres of your vehicle and writing tickets for uppity women drivers. You can laugh, but on those firm foundations the Police Quest series is still going, except now it's called SWAT, the new, flashy generation that goes around hoping no one finds out about its boring ancestors.

Sierra stopped making AGI games around 1989 with the arrival of their new SCiO engine. Essentially identical to the AGI engine but for the crucial additions of mouse support and a higher resolution, Sierra switched all their adventure franchises over to the new technology in the hopes of keeping up with LucasArts, whose SCUMM adventures were already overshadowing the products of the older company. Interestingly, an AGI version of King's Quest IV was released just before it was dropped in favour of an identical SCi update, and now a copy of the original is considered quite the collector's item.

The Sierra AGI era ended with Manhunter 2 in 1989, but it was a feature of many gaming childhoods, and as such is remembered fondly by internet retro gaming communities. It remains appealing because of, rather than despite, its

extremely dated-looking graphics, and it virtually embodies the notion so beloved of retro enthusiasts that good gameplay can still save a visually atrocious game. Even graphics that look like they were made out of Lego and sound that could be emulated by a van moving in reverse can still go together with a sound idea to create an enjoyable gaming experience.

Bedroom programmers continue to keep AGI in circulation. Hobbyists have created engine recreation tools like Sarien and NAGI that allow AGI games to be played under Windows or Linux, with additional features like mouse support and MIDI sound. If you're of a creative bent, there's also a programme called AGI Studio that allows you to build your own games under the engine. Some amateur adventure designers are drawn to this option, partly because it provides a cop-out for those daunted by the prospect of making quality graphics. There have been a number of Space Quest AGI fan sequels in recent years such as Space Quest: The Lost Chapter and Replicated, but there are some real standouts among the original properties, too. Enclosure, for example, is a surprisingly sophisticated horror/mystery game that manages to evoke a feeling of genuine tension and unease despite AGI's limitations.

And so, we remember AGI. One of the few good things to come out of the 1980s, alongside the B-52s and the fall of the Berlin Wall. <<





PC, 1990

by Tim Henderson



The fourth dimension is time, so by right any game with real 3D visuals can call itself 4D. Time just sort of takes care of itself. Stunts (which went on to be released as 4D Sports Driving, and then Stunts again, and then 4D Sports Driving again...) may not have any of Day of the Tentacle's time-traveling toilets, but it did feature real, polygon 3D graphics and a replay feature with a time buffer of a whopping ten minutes. Not at all unimpressive for a racing game that first hit shelves in 1990.

THEM IS POLYGONS, GUV'

In order to clear up some confusion, Stunts is essentially 4D Sports Driving and 4D Sports Driving is essentially Stunts. There are some minor programming differences, but the core game at large is the same, and all file types other than replays can be shared between the two. Stunts also allegedly possesses slightly faster cars, and it's the one that our nostalgia is attached to, so we'll just be using 'Stunts' as an umbrella name from here on in.

Developed by DSI (who would be sold to EA for \$11 million the following year) and headed up by Ferrari owner and general exotic car racing fanatic, Don Matrick, Stunts was one of several games from the very beginning of the 90s that set surviving obstacle-riddled courses

as its main focus, with opponents still an option but hardly the point of interest. It was also head-and-shoulders the best of the batch.

Excelling where others fell down, Stunts featured controls that, while perhaps best not measured against real cars, felt absolutely perfect and bizarrely natural on a keyboard. Steering was tight, and acceleration was right on the mark, something that was both integral to a game of this nature, and sorely missing from other games that also took a shot at the stunt driving fad. With courses riddled with loops, jumps and corkscrews among other challenges, solid control was absolutely essential to the game's sense of fun, and some of the bugs and oversights actually helped out, also. After blasting along a straight, through a corkscrew and up a mountain and over a jump, it was something of a relief to realise that your breaks would actually work in mid-air when you found yourself flying fast towards a couple of concrete dividers. Not that crashing was something to get too upset about, however, as you could always enter the menu and rewind time a bit to start just before your disaster, so long as you didn't mind not having your time recorded at the end of the race. It was like Sands of Time, only without any sand, or magical daggers, or fancy lighting effects.

Crashing was also fun in its own right, especially when Stunts' most infamous bug was exploited. Here, after hitting a building or a bridge's edge at the right angle, a player's car would be catapulted directly skyward, flying in a perfect upwards direction for some time until eventually

Skid Vicious

Age: 34 Height: 6'0
Years Experience: 20
Expertise: All

Problems: None

Background: He learned the trade outrunning cops in New York. Age has mellowed his driving habits, if not his personality, so that he has become the best driver at the proving ground. It's best not to actually speak with him.



Last

Next

Clock

Car

Done

crashing back down to Earth. The replay feature's ten-minute time buffer meant that such events could be saved and cherished, and getting the highest skyward leap became as much of a competition among friends as getting the best time did. Since the game featured full, chunky polygon graphics, the action could also be viewed from perspectives outside of the default behind-the-wheel perspective, and complete camera control was also offered. Being real 3D was still a novelty at this time, and although the game appeared clunky, lacked detail, and had a terrible draw-distance for scenery objects such as trees and buildings, it also meant that it was possible to actually part from the tracks and find illegal shortcuts, at the risk of a time penalty. Polygon-based 3D graphics also allowed for an unbelievably simple and powerful track-editing tool.

SKID VICIOUS = NEW MASCOT

The track editor in Stunts was undeniably its biggest draw-card. It was incredibly straightforward, but allowed for almost limitless possibilities within the game's own scope at the same time. Players simply had to choose one of five terrain maps (or they could hit Shift + F1 to access the hidden terrain editor) and from there they could add normal, dirt or ice roads at will, freely adding various stunts, scenery and bridges so long as the choice was suited to the land (no, you couldn't place a corkscrew in the middle of a lake) along the way. Typically, when the game deemed you to have made something a little too impossible players would be thrown back into the editor, but once the Internet got rolling it became apparent that people had been hacking into the game, tweaking

car statistics, and putting together some absolutely fiendish tracks that found ways to bypass the general rules of the game. Personally, we hope that all the people who put curved bridges as landings for jumps rot away in hell, but it's a testimony to the game's legacy that it actually managed to hold a strong online presence for a time, with sites sporting various hacks, downloadable tracks and replays, and even a couple of competitions. Unfortunately, most of the sites that hosted this stuff now fit into the expired Tripod and Geocities homepage category, but a couple of sites still exist where tracks and the like can be obtained, and there are still plenty there for those willing enough to look.

It's a little strange, considering that Stunts fostered such a sense of community for its time, that no link-up play was available. Instead, friends were left taking turns against some rather easy AI drivers with some rather fantastically tacky profile headshots, and creating tracks for each other. This is just one of many limitations, and looking back the balance of different cars was almost pointless as one vehicle was basically best at everything. But even today, despite the faults, Stunts is immediately playable, and a little looking around online can show off just how well it fostered the idea of giving gamers of old the building blocks to make their own fun with. <<<



The Official Australian Games Chart

Compiled by GfK in association with the IEAA

TOP
10

PlayStation 2 Games Over \$50

W/E 10th December
RETAIL SALES

- ▲ Need For Speed Carbon Racing
- ▼ WWE Smackdown Vs Raw 07 Sports
- ◆ Guitar Hero 2 Bundle Family
- ◆ Cricket 2007 Sports
- ◆ Eye Toy Sports Bundle Compilation
- ◆ Buzz: Junior Jungle Bundle Family
- ▲ Scarface Action
- ▲ Buzz: The Sports Quiz Bundle Family
- ▲ Singstar Pop Bundle Family
- ▲ Buzz: The Sports Quiz Family

TOP
10

Nintendo DS Games Over \$40

W/E 10th December
2006 RETAIL SALES

- Pokémon Ranger Adventure
- ◆ New Super Mario Bros Adventure
- ▼ Bratz Forever Diamonds Adventure
- ▲ Pokémon Mystery Blue RPG
- ▼ Nintendogs Chihuahua Simulator
- ▼ The Sims 2: Pets Strategy
- ▼ Spyro A New Beginning Adventure
- ◆ Crash Boom Bang Family
- ▼ Yoshi's Island 2 Action
- ▲ Eragon Adventure

TOP
10

Nintendo Wii Games Over \$50

W/E 10th December
2006 RETAIL SALES

- Zelda Twilight Princess RPG
- Red Steel Action
- Rayman Raving Rabbids Adventure
- Super Monkey Ball Adventure
- Call Of Duty 3 Action
- Need For Speed Carbon Racing
- Cars Adventure
- Monster 4X4 World Circuit Racing
- Spongebob Krusty Krab Adventure

TOP
10

Xbox Games Over \$50

W/E 10th December
2006 RETAIL SALES

- ◆ Need For Speed Carbon Racing
- ◆ Scarface Action
- ◆ Call Of Duty 3 Action
- ◆ Fifa 2007 Sports
- ◆ Lego Star Wars 2 Action
- ▲ Spyro A New Beginning Adventure
- ▲ Eragon Adventure
- ▲ NFS: Most Wanted Racing
- ▼ Tony Hawk Project 8 Sports
- ▼ Melbourne Cup Challenge Sports

TOP
10

PC Games Over \$20

W/E 10th December
2006 RETAIL SALES

- ◆ Sims 2: Pets Strategy
- ◆ World Of Warcraft RPG
- ◆ EA Warfare Collection Action
- ▲ Battlefield 2142 Action
- ▲ Sims 2: Happy Holiday Pack Strategy
- ▼ Medieval II Total War Strategy
- ◆ Need For Speed Carbon Racing
- ▲ Sims 2 Strategy
- ▲ Sims 2: Open For Business Strategy
- ▲ Warhammer Mark Of Chaos Strategy

TOP
10

Xbox 360 Games Over \$50

W/E 10th December
2006 RETAIL SALES

- ◆ Gears Of War Action
- ▲ Massive Entertainment Pack Compilation
- ▼ Need For Speed Carbon Racing
- ▲ Rainbow Six Vegas Action
- ◆ Call Of Duty 3 Action
- ▼ Viva Pinata Strategy
- ◆ WWE Smackdown Vs Raw 07 Sports
- ◆ Saints Row Adventure
- ▲ Sonic The Hedgehog Adventure
- ▲ FIFA 2007 Sports

TOP
10

All Format Games Over \$50

W/E 10th December
RETAIL SALES

- Zelda Twilight Princess Wii Nintendo Wii
- ◆ Need For Speed Carbon PlayStation 2
- ▼ WWE Smackdown Vs Raw 07 PlayStation 2
- ◆ Guitar Hero 2 Bundle PlayStation 2
- ◆ Cricket 2007 PlayStation 2
- ◆ The Sims 2: Pets PC/MAC
- ▼ Gears Of War Xbox 360
- ▼ Eye Toy Sports Bundle PlayStation 2
- ▼ Buzz: Junior Jungle Bundle PlayStation 2
- Red Steel Nintendo Wii

TOP
10

PlayStation Portable Games Over \$40

W/E 10th December
2006 RETAIL SALES

- ◆ GTA: Vice City Stories Adventure
- ◆ Need For Speed Carbon Racing
- ◆ The Family Guy Adventure
- ◆ GTA: Liberty City Stories Adventure
- ▲ Cars Ptm Racing
- ▲ Tekken Dark Resurrection Action
- ▲ Lego Star Wars 2 Adventure
- ◆ FIFA 2007 Sports
- ▲ The Sims 2 Strategy
- ▼ Killzone Liberation Action

- ★ New Entry
- ◆ Non Mover
- ▲ Up from last week
- ▼ Down from last week



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Wii Play

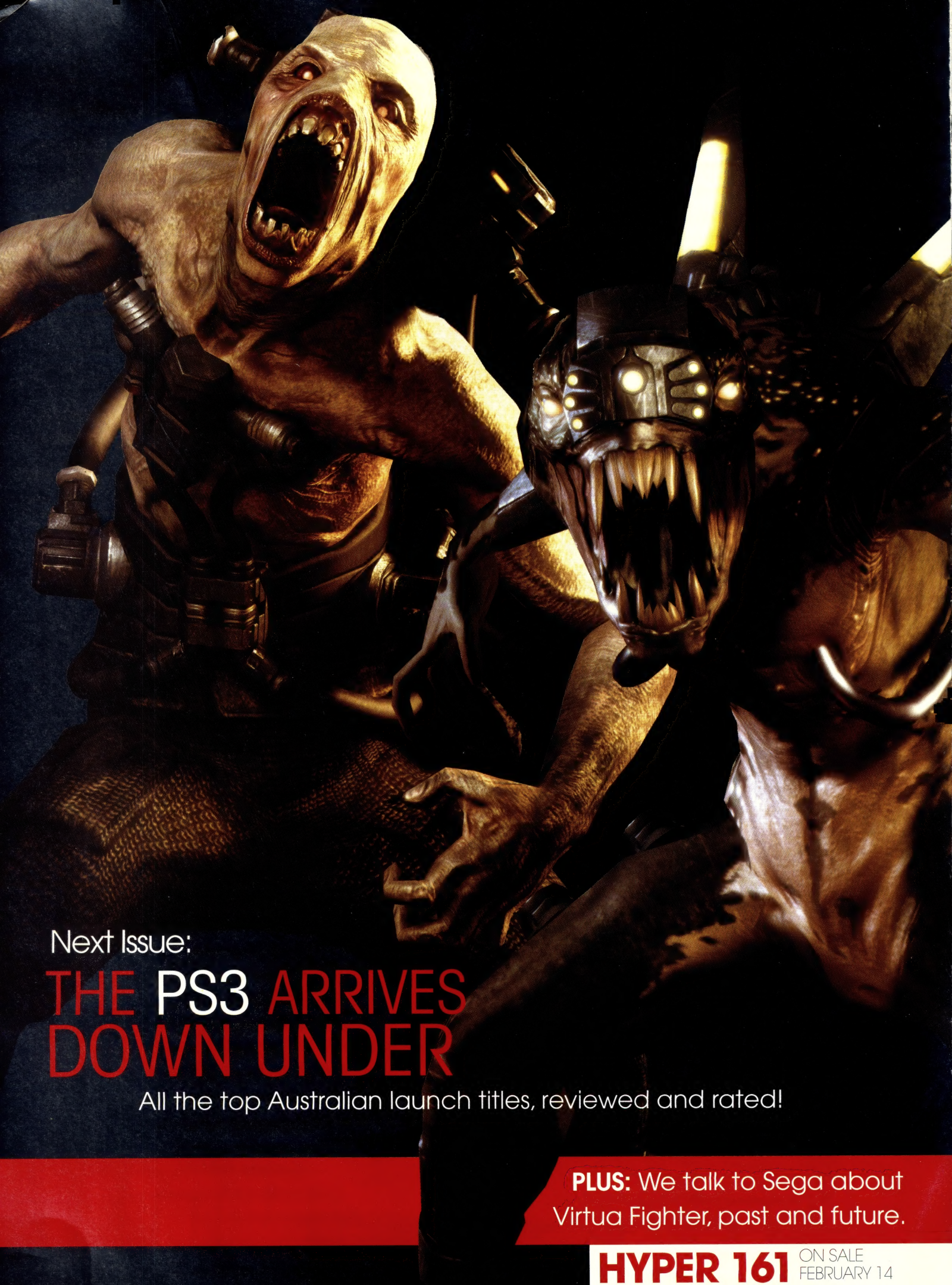


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All the top Australian launch titles, reviewed and rated!

PLUS: We talk to Sega about
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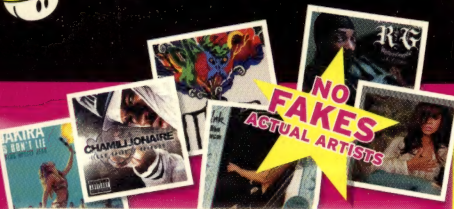
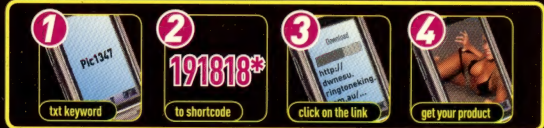
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REALTONE OF THE WEEK

Real4846 Damien Leith
The Night of My Life

REAL MUSIC CHARTS

For "Jet" txt "Real4853" to 191818*

Real4847	Akon	Smack That
Real4848	Justin Timberlake	My Love
Real4849	Vanilla Ice	Ice Ice Baby
Real4850	Cypress Hill	I Wanna Get High
Real4851	Eminem ft Nate Dogg	Shake That...
Real4852	ACDC	You Shook Me All Night
Real4853	Jet	Rip It Up
Real4854	Jay Z Linkin Park	Numb / Encore
Real4855	Wolfmother	Joker & The Thief
Real4856	Jet	Rip It Up
Real4857	Jay Z Linkin Park	Numb / Encore
Real4858	Wolfmother	Joker & The Thief

FUNSOUNDS

For "V8 Engine" txt
"Crazy8408" to 191818*

Crazy8407	Pick The F+++g Phone Up!
Crazy8408	V8 Engine
Crazy8409	Indian Outraged
Crazy8410	The F+++g Phone Is
Crazy8411	Nanana - Ive Got A
Crazy8412	Oi D+++Head! Answer
Crazy8413	Bl+ddy F+++g Text For Yo
Crazy8414	Please Wont You Pick
Crazy8415	Police Siren

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FOR FREE !!**

Send **FREE1475** to **191818**



191818

Send **KEYWORD**
to **191818***

16+ and bill
payer's permission

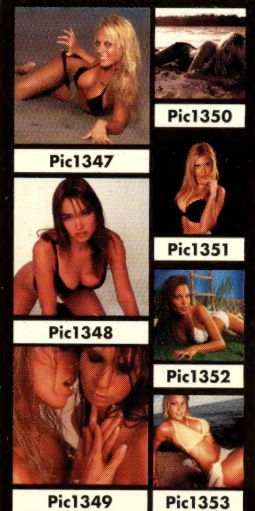
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Pic1360

BIG BOOB VIDEOS



SPECIAL WALLPAPERS



SEXY CORNER



Pic1361

CHEEKY WALLPAPERS



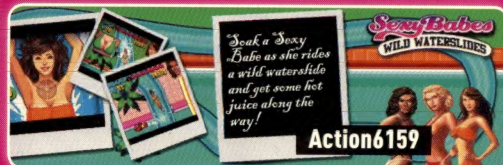
MOBILE GAMES

For "WPT" txt
"Action6149" to 191818*



EROTIC DOWNLOADS

For "Darts - Eve" txt
"App4181" to 191818*



THEMES



WALLPAPERS

For "Beer" txt
"Pic1338" to 191818*

